

F A I T • H P O W E • R W E A L T

EUROPA UNIVERSALIS®

1492-1792



GLOBAL CONQUEST AND DIPLOMACY
FROM COLUMBUS TO NAPOLEON



Strategy First



paradox

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Installing and uninstalling the game.

The installation program of Europa Universalis starts automatically when the CD is inserted in your CD player. If your CD-ROM unit does not have the auto run function activated, you may start the installation by double clicking setup.exe, which you will find in the root directory of the CD.

As soon as the installation program has started, you may install Europa Universalis and, if necessary, DirectX 7.0, which is included on the CD. When the actual installation has begun, just follow the instructions on the screen.

If Europa Universalis is already installed on your computer just press Play in the installation program to start. You may also start the program from a suitable button in the Program menu under the Start menu. You may uninstall Europa Universalis at any time by using either the Installation program or using the Add and Remove program of the Control Panel.

System requirements:

Pentium 200Mhz (PII 300Mhz recommended)
Windows 95/98/NT/2000 (Service pack 4).
2Mb of Video RAM (Supporting 800x600),
64Mb RAM (128 Mb RAM recommended)
180Mb free hard drive space, 2x CD-ROM drive, Mouse or equivalent input device DirectX 7.0 or higher (Included with the game).

Requirements for network games:

Bandwidth of at least 512 kb/s
TCP/IP protocol installed

Commands for the user interface

- "Shift" + "F12" opens the chat function of the network game.
- "F11" saves a screenshot as a bitmap picture on your hard disk.
- "Pause/Break" pauses the game/Restarts the game in progress.
- "Ctrl" + "+" increases game speed (not available in network games).
- "Ctrl" + "-" decreases game speed (not available in network games).

- "+" increases map size.
- "-" decreases map size.
- "ESC" and "ENTER" often functions as Yes/No in dialogue windows.
- "F12" opens the console. Press "F12" again to close.
- "Home" centers the map on your capital.
- "F1" lets you view missions or victory points.
- E/P/N are quick commands for easy switching of map views.
- "F10" opens the start menu for saving and loading games, including settings.

Commands for Armies and Navies

- "PageUp/PageDown" for fast jumps between your various units.
- "Ctrl" + "[number]" associates the chosen unit with that number.
- "[Number]" chooses the numbered unit, press the number again, and the map will center on the chosen unit.
- "s" divides the chosen unit into two equal parts.
- "a" quick command during siege.
- "u" to unload armies from a chosen fleet, if you have troops onboard.
- "g" forms selected units into a single unit.

How to join a pier-to-pier game

- Start Europa Universalis as normal
- Click the [multiplayer] button
- Enter your desired name and press [internet]
- Enter IP address of the host and press [join]

How to host a pier-to-pier game

- Inform players of game and your IP address
- Start Europa Universalis as normal
- Click the [multiplayer] button
- Press the [host] button to host your own game
- Select the scenario you wish to play
- Specify Victory options by accessing the Victory menu
- Specify Game options by accessing the Option menu
- When all options are set press [Start]

A) Introduction

A Simulated Europe

This game tries to simulate the interaction between the European countries during the period between 1492 and 1792 as realistically as possible. This means that Europe is divided into provinces, which in turn make up the various countries. The provinces have populations that produce goods, pay taxes, engage in trade, and are recruited as soldiers and sailors. Each population has a religion that incorporates their view of the world and moral position. If the monarch and the government act counter to morally acceptable behavior, there is a risk of rebellion. The monarch and the government (actually the player) are responsible for the country and represent the country to the rest of the world. In this way all of the European nations are part of the same quarreling family, where some co-operate and others fight.

As time goes by the European nations change, both in political, economic, and military strength. Depending on how well your country is able to manage its resources, defend its provinces, and invest in technology, nations will rise or fall in power and status. Historically the Ottoman Empire peaked during the 16th century, after which its power slowly waned, until it was finally regarded as the "Sick Man of Europe" in 1792. Sweden began the period as a backwards place on the outer fringes, and then gained status as a great power during the 17th century, only to lose that status at the beginning of the 18th, to slowly sink into a second-rate power during the latter half of the 18th century.

What is Europa Universalis?

Europa Universalis is a game where you can choose a European nation and play its ups and downs over 300 years. The game provides what you could philosophically call a "God perspective;" that is, you lead the country through 300 years, having the opportunity to be at many

places at the same time in order to make decisions.

This is an extensive and advanced game, but do take it easy. By playing the learning scenario and reading all the tips included in the game, and reading the "The Learning Scenario" chapter in this manual, you will soon be able to play the game. In order to master the more subtle parts of the game, you need to play a lot of games and read the rest of the manual.

The game does not pretend to be historically accurate. This means that it does not follow the historical textbooks, because if it had, you would not be able to act differently from the actual governments. Instead you should view the game as an "alternate history," that is, the historic individuals, the nations, and the resources are provided, but you have a chance to act differently. In your game the Thirty Years War perhaps will never break out, or maybe France will conquer America, or Poland-Lithuania will never cease to exist as a nation.

You lead a country and have a great number of choices regarding war and peace, politics, economics, and religion, but at the same time your resources are limited because of the size and traditions of your nation. You are simply "The Grey Eminence" behind all of the monarchs of your country during the period of the game.

The game contains a number of different scenarios, including the Grand Campaign. The various scenarios usually cover shorter time periods, while the Grand Campaign will let you take your country from 1492 until 1792. When choosing a scenario or the Grand Campaign, you always have the choice of when the game should end.

Why is the Clock Ticking?

In a game like this, which is about historical change, it is not possible to be in every place at the same time. Time in the game is running forward like a clock in reality, providing a real sense of the flow of time, because an English king, for example, did not know how the bat-



tles against the French in North America turned out until months later. Even war in general was an activity with uncertain results; since you are the one who is moving and controlling all of your troops, you are forced to give priority to some while the clock is ticking away. It also simulates the difficulties of running a large empire in contrast to a small, land-locked country. As a player of Spain, for example, it could be difficult to wage a successful war in Northern Italy, at the same time that you are colonizing a new province in Mexico, and making improvements to the infrastructure in the Philippines.

What you should know and remember is that you may pause the game at any time. The clock stops and the game stands still. In this "pause mode" you can order troops around (although they will not start moving until the game resumes), build army units and fleets, deal with diplomatic offers, make changes in your budget, etc. You may also change the speed of the "clock" at any time, i.e. change the speed of the game, as you perceive it. In the beginning it is advisable that you keep game time at a relatively slow speed, when you are feeling your way around the various parts of the game.

What Is the Goal of the Game?

The goal of the game may actually vary from player to player. The basics for the game are to receive as many victory points as possible. It is meaningless, at this moment, to discuss in any greater detail exactly what provides victory points throughout the game, as we have not yet discussed that area of the game. Instead we will direct you to the list of victory points at the end of the manual. If you play using the "standard" victory conditions, the player with the highest total points becomes the winner, but please note that at the end of the game you will see how many victory points your country has received, and its relative position. This means that you can play a country you find difficult to play just to try to get a better result from game to game, which is also a way of "winning." Another approach is to play Denmark, for example, and try to get more victory points than its perennial enemy Sweden.

You can also choose a couple of other victory conditions other than the "standard" ones. The first choice is "Power Struggle," which means that the country that is first to reach a predetermined number of victory points is the winner. Power Struggle is a good choice if you

want to play a quick game. The second choice is "Conquest," which means that the country conquering a predetermined number of provinces is the winner. You set the number when you determine victory conditions. Conquest is the number one choice if you wish to decide the outcome of the game on the battlefields. The third choice is "Mission," which means that each country will receive a specific difficult mission, and the player that succeeds first is the winner. Various missions may include: Russia must conquer all orthodox provinces in the Balkans, or Spain must "conquer England." Mission is the choice for players who would like to try something random, yet challenging.

Europa Universalis is about a number of ways of changing history, and changing history becomes a goal in itself in the game, besides winning. How you do it is up to you.

The Game – An Overview

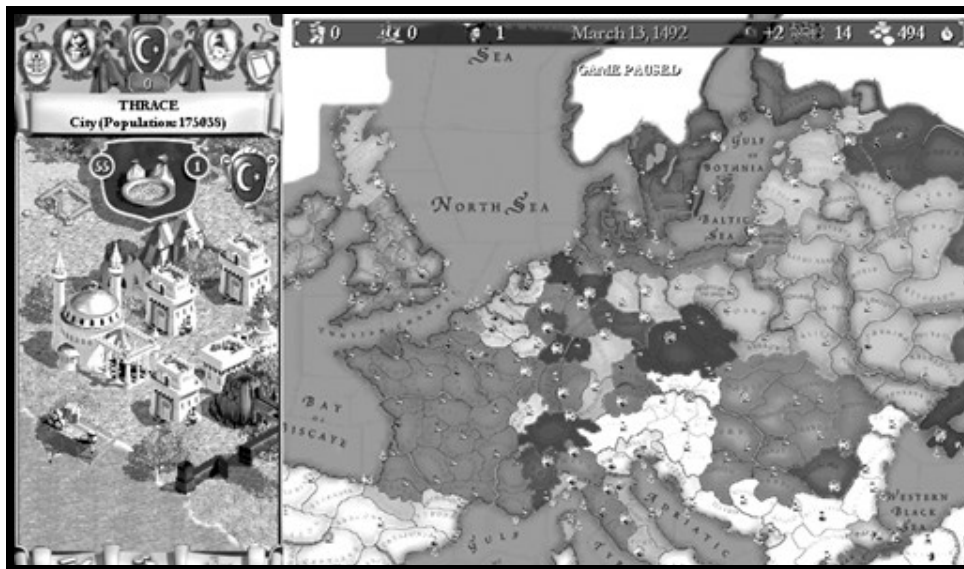
When you start playing you will have a map in front of you. This is the "game board" of the game; in the same way you have a game board in front of you when you play Monopoly or chess. You lead a country, or more exactly, you are a country, and all of the provinces within

the borders of your country belong to you. Provinces outside your country belong to other countries. You also have access to army units (symbolized by little soldiers) and fleets (symbolized by small warships), which you can move around on the map (just like in chess and Monopoly). By clicking a province you get access to information about it in the "information window" on the left side of the screen. Here you are able to construct army units and fleets, invest in infrastructure, and many other things. Exactly what you are able to do and how to do it will be discussed in greater detail later on.

How Do I Play?

Naturally, leading a country during 300 years is not an easy task. To win the game you need to collect as many victory points as possible. Starting the game by waging as many wars as possible may get your country a large number of victory points, but may also lead to quick ruin. It is usually better to collect victory points at a relatively normal pace during all of your 300 years, rather than gaining points quickly during just 100.

The primary problem facing your country is pure survival. The Prussian diplomat who was



Settler Placement
Indus

Expand Establishment in
Indus

Base Tax Value: 7
Native Settlement

	Trader	Colonist
Time to establish	4	5
Sustainability	30%	36%
Cost	17 ●	93 ●

NATIVES

Strength: 3000
Aggressiveness: High

SALT
Current Market Price: MEDIUM

Genoa
Center of Trade

Genoa 128 ●
(0 ●)

The monopoly country of Trade

Resource Information
Grain

GRAIN

Basic Price (100 units): 5 ●
Supply: 137%
Demand: 69%
Market Price (100 units): 217 ●

PRODUCTION

Our Production: 533 Units
Infrastructure: 52%
Our Production Income: 61 ●
Leading Nation: Turkey

TRADE VENUES

Our Trade: 107 Units
Trade Level: 54%

involved in the third partitioning of Poland supposedly said: "A nation not able to defend itself has no right to exist." In game terms your neighbors will try to take advantage of your weaknesses, but will also shy away from your strength. In order to survive you must upgrade your defenses, and have enough army units and well-armed fleets, but you must also pay attention to the development of your nation.

The secondary problem facing your country is development over time. If your country lags behind in economic or military development this will show up in losses on the battlefields. When you consider economic development over time, it helps to think about this simple metaphor. In very simple terms it is like putting money in the bank. If you deposit 100 dollars at 10% interest, you will have 110 dollars one year later, and 121 dollars two years later. You should be aware of the dynamic nature of economic development.

The third problem facing your country is discovering the unknown world beyond the boundaries of Europe. The discovery of new areas, and establishment of trading posts or colonies, is quite costly at the beginning, but will provide a lot of revenue later. The heart of the matter is balancing your country's priorities and making your resources meet your needs. A colonial empire also needs to be defended, which means you should give the whole idea some thought before you start putting things in motion. You may have to consider matters for the next ten or twenty years ahead if you do not want to lose all you gained due to poor planning.

How Is the Map Designed?

The game is played on a world map. You can't see everything on the map at the same time, but only the provinces and sea zones familiar to your country. In order to find out more you need to explore the unknown parts of the map, which are called Terra Incognita. This map, which we will call the normal map, shows each province with its name, its type of terrain, whether it contains cities, colonies, or trading posts. It will also show land boundaries between countries. In the sea zones you will see what the weather is like, and whether it is winter or summer in the provinces. Note that a fog stopping you from discovering any army units in the provinces, or fleets in the sea zones covers parts of the map. Areas not covered by the fog include your own country, the countries of your allies, countries in which your monarch has entered royal mar-



riages, and finally countries with which you are currently at war. In these countries nothing is hidden.

[screenshot of the "normal" map also showing the fog of war]

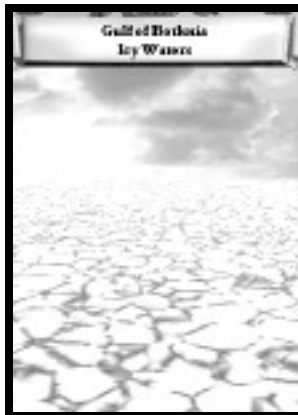
You may also click on the button labeled the "Political map" in order to view it. Here you will find all of your foreign relations, and by clicking a province in another country you are shown the foreign relations of that country. Note that this is the map you will be using when you wish to perform diplomatic actions. You may also click on the button labeled "Economic map," which shows the goods produced in each province. There is also a "Trade map," showing the trade centers of the world, and which provinces they control. The last map is the "Colonial map," which you use when es-

tablishing trading posts or colonies. Note that each map has a separate click able button, which lets you view each one separately.

Geography and Weather

The game contains five different types of terrain: open terrain, forest, mountains, desert, and swamp. There is also one geographical obstacle: rivers. The terrain types affect the movement of army units, battles, and army unit attrition. Some provinces also suffer the effects of winter, which in turn affect the various terrain types.

Sea zones are also affected by the weather. Certain sea zones may be ridden by storms, or be covered by ice during parts of the year. Note also that attrition is lower in sea zones next to coastal provinces, compared with the open sea.



B) Learning Scenario

General

The screen you see is divided into two fields, or "windows." The larger window to the right is the world map, of which you only see a very insignificant part. You will see more and more of it as you discover the unknown areas. The white and unknown parts of the map are called "Terra Incognita," which is simply "The Unknown World" in Latin—the language of knowledge and science during this age.

You will also see one province—Ulster, which happens to be your only province, containing your capital. If you left click on Ulster on the map, you will open a picture of your capital in the other window. For the sake of simplicity we call that window the Information window.

The Info window will be described in full a little later. Below the Info window you will find the picture of a historical map, or more correctly, an empty map. This is a world map in a smaller format, which will aid you later in the game when your knowledge of the world has increased. Note the appearance of "tips" whenever a scenario is started. These tips provide quick and abbreviated information about the most important functions of the game. We recommend that you read these. You may also access the "tips" by clicking the menu button at the bottom of the Information window, and then choosing "Tips."

The Top Line above the Map Window

On the top line above the Map window, you will find a border with three symbols and a date—the game clock—followed by another three symbols. The first three show how many Merchants, Colonists, and Diplomats you have available. If you place the pointer above any of the symbols you get information about how often you receive new ones, and what generates them. The clock is shadowed whenever you pause the game, and white when time is running. If you think that the "progress of time" is too fast or too slow, you may change it by click-

ing the menu button at the lower left of the Information window, choosing Alternative, and then following the instructions. The three symbols to the right of the clock show the Stability level of your country, the Manpower in thousands of soldiers, and the contents of your treasury expressed in Ducats, which was one of the most common currencies during the historical epoch. You will receive more background information if you point at the symbols.

The Top Line above the Information Window

The embellished line above the Information window contains five coats of arms. If you left click any of these, specialized information will be shown in the Information window. The shields will provide the following information (from left to right): naval information, land army information, general information about the country and its monarch, the state budget, and the Financial Summary. The military information shows your level of technology, your upkeep costs, and your chances of changing the wages and costs of your soldiers and sailors. The economic information will show the income and expenditures of your country, including how they are allocated. You may also choose how to allocate your research investments in order to develop your technology levels.

The Information Window—a Province

When you left click on your only province, you will see the city of the province of Ulster in the Information window. By clicking on buildings and objects in the Information window, you get additional information about the objects. The buildings are the places where the various officials of your province work. The officials may be appointed to more qualified tasks by clicking the buildings, which will give you more advantages in the game. You may also build fleets and recruit army units.

The church is a very important building. It will be upgraded automatically when the population of the province increases. If you left click the church you will find general information

about the state of your province. If you click on the text lines that appear when you click on the church, you will get additional information. You may also click on the symbols to get additional information about the economy and religion. In addition to the buildings of the province you also see another shield. The shield shows the most important products of the province, including provincial revenue from trade and taxes. When you appoint officials, for example, you will find that these revenues increase.

Army Units and Battles

Your first task is to recruit an army and fight a battle. Note that there is a "Read more"-button in each "Mission window." We recommend strongly that you read this additional information, as it provides both historical information and information about how the game works. Please note also that by clicking anything under construction, you will find out when the construction is due to be finished.

Choosing Army Units

Besides left clicking a unit, you may also keep the left mouse button pressed and "circling" the unit. You know that a unit is selected when a green circle surrounds it, and you see an elongated rectangle at the base of the unit. The morale of the unit is indicated by the colors red, yellow, or green. A newly recruited unit always starts at the lowest possible morale. It will then increase month by month to the maximum level allowed by your technology level. The Information window provides additional information about the chosen unit, such as unit commander, strength, and attrition. You may also split the unit into two parts, merge units by first choosing all units in a province, and also reorganize – or customize – your units. Finally, you may opt to disband the unit.

Movement of Troops

When you have clicked the area you want to move your army unit into, the troops will start marching. You also see a green arrow showing

the direction of the march. If you wish to do something else for a moment, such as take care of your province, you will see the green arrow if you choose the unit again. As you may have noticed, it will take a relatively long time to move your troops to the new area. The movement of troops takes a varying amount of time depending on the composition of the unit and the state of the province to which you are moving the unit. The province you moved your unit to was undiscovered, giving you the maximum transportation time. In game time it takes at least three months to move an army unit into an undiscovered area. Note that you can reset the speed of the game if you think the pace is too slow at the beginning.

Discovered and Undiscovered Terrain

Discovered terrain is any terrain which is fully disclosed on the map, while undiscovered terrain is only partly visible. The undiscovered terrain is partly covered by white, just like in old maps, where any unknown terrain was represented in this fashion. Ulster was the only discovered terrain when you started the scenario. Now you have discovered some more. You must discover any terrain that is only partly visible before you may conquer it. Normally you need a Conquistador, or land military technology level of 11 in order to discover provinces. Undiscovered sea zones usually require an Explorer or Naval technology level of 21. We have made an exception from this rule in the learning scenario to let you discover provinces at an earlier stage.

Occupied and Non-Occupied Terrain

"A nation always has an army, either its own or somebody else's," is a classical saying. This is also correct in principle for this game. If you see a province on the map containing a soldier, it is an army unit occupying the province. If the province looks empty you may left click the province. If it belongs to somebody else you will see the level of fortification. Fortifications always have garrisons. Extremely few provinces belonging to European nations completely

lack fortifications, but there may be colonies without them, or quite undeveloped provinces at the very fringes of Europe. Fortifications are not very common in the New World, but instead have loose confederations of tribes and clans. This mean that somebody occupies almost every territory.

Strictly speaking, sea zones are not occupied. Instead the struggle concerns the shipping lanes. Anyone who is able to stop others from using the shipping lanes therefore exerts a certain influence.

Colonization and Economy

The importance of a good economy cannot be overrated. The economic wealth of your country determines how much of your resources you can invest into various activities, from research to war. What then, are the cornerstones of your economy? Most of your income will come from production and taxes, which are generated by your population. The population



lives in the provinces, which provides two main paths that enable you to broaden your economic base: war and colonization.

To Colonize a Province

When you click the colonization button (the button that resembles a small, light blue ship), the map changes to show which provinces you can colonize (dark green) and which you cannot colonize (bone white). This is called the Colonial map. When you choose a province to colonize, information will appear in the Information window; that is where you choose where to send your colonists. Your colonists may also be used as merchants, which will be described later.

From HMS Mayflower to Cities

Colonies can be upgraded, and for each colonist it is upgraded one level. A colony may have up to six levels, where each level represents 100 inhabitants. When a colony reaches 700 inhabitants it is turned into a normal province with a city. From then on you are able to recruit troops and build fortifications in the province.

Note that the economy of the province develops over time as the population grows. From the moment you have established your colony, it ex-

INCOME CALCULATION		
Tax Incomes	15 (31.10%)	17.5
Goods Production	16 (25%)	4.1
Trading Incomes	0 (19%)	0.1
Gold Mines		0.0
TOTAL:		21.7
FIXED EXPENSES		
Military Maintenance		-5.7
Loans Interests		0.0
TOTAL:		-5.7
INVESTMENTS		
Land Technology		3.1
Naval Technology		3.1
Stability		0.0
Infrastructure		3.1
Trade		3.1
TOTAL:		12.3
MONTHLY BALANCE		3.7
INFLATION		10%
CLOSE		

periences a monthly increase in population. It is positive if the country has a high level of stability, and negative if stability is low. This means that a first level colony may develop into a province with a city without you having to send more colonists. Population growth will not be very high, which means that such a development will take a long time. A first level colony rarely produces any revenue, while a sixth level colony is more or less a small province. Each colonist brings along 100 people.

The colonist, the leader of the expedition consisting of 100 people, always starts out from your capital, and is portrayed as a horse and carriage and as a small sailing ship. The further away from your capital, the longer it takes to complete the actual colonization. When you establish a colony it may happen that the colony receives the state religion of your country, and that may be interpreted as the presence of a number of priests among the colonists. It is an advantage if the religion of the province is the same as the state religion, as differences may result in rebellions during times of unrest.

The Financial Summary

Here you get an overview of the economic state of your country. Remember that the entire economy is affected by the stability of your country; low stability results in low revenues and technology levels, while a high stability rating will optimize both revenues and development. You will also find that income will increase when you upgrade buildings and receive higher technology levels in the areas of infrastructure and trade.

Be careful with inflation. Inflation increases proportionally with the amount of money you choose to receive each month (by minting coins), and by taking loans from the citizens of your country or from other countries. The normal state, where inflation does not increase, is when you do not take out a monthly income; that is, by increasing the amount of coins in your country. At that point you only have your annual income available. Note also that gold mines will increase inflation. If you have gold



mines you can never completely avoid inflation.

Your best cure against inflation is the Governor. By appointing mayors to governors you lower the rate of inflation. Remember that inflation is relative—as long as the increases in prices are lower than the increases in revenue, it is not a bad thing, at least not in the short run.

The Budget Window

The state budget lets you decide on how to manage your resources for development, investments in stability, and public consumption in the form of appointments of officials, diplomacy, and the armed forces. This may be classified into three separate areas.

The first is research, which results in qualitative advantages. Military units get a higher morale, better firepower, and greater impact. Merchants become more competitive and make greater profits. Infrastructure provides a higher degree of effectiveness in production.

The second area is stability, which affects every area of your country. Stability affects the economy, troop morale, the risk of rebellion in your provinces, and whether your vengeful neighbors will think it wise to attack or not. If anything is more important than other factors, it must be stability. It also affects the total size of your state budget, which means that total investments in technology will be lower over time if you go along with a lower stability, better than investing in maximum stability.

Your third concern is public consumption, or actually the expenditure of liquid assets from your treasury on a monthly basis. You spend these ducats on more troops, more war ships, more colonists, and more merchants.

Trade and Merchants

Historically you could say that the global economy did not exist until the discovery of America. The easiest way of looking at the global economy of that era is as a number of adjacent local economies. These local economies were connected to each other with sometimes weak, and sometimes strong ties. The ties consisted of course of the merchants, and the power connecting them was external trade. The greater the number of local economies connected, the more trade increased. When trade increased, both demand and supply increased, giving rise to global trade over time.

Each province in the game belongs to a center of trade. Goods are exchanged at the center of trade, prices are fixed, and profits and losses are divided through the care of invisible hands. Trade during the 1492–1792 period had much stronger ties to the state and the monarch than today. The merchants you send off into the world probably belong to some public or semi-public trading company.

Placing Merchants

You may only set out merchants at your centers of trading. In order to get there you click either on the Trade button, or on the small trading company in the province on your map. In this case it's Ulster.

Deploying merchants costs money, including their upkeep. It is more expensive to set out and keep merchants abroad than in your own country, and even more expensive the further away from your own country you get. Each merchant you have set out in the center of trade provides a yearly income, depending on the total trade value of each center of trade.

A center of trade covering a low number of provinces, with commonly available goods (such as fish, grain, and wool), has a lower trade value and will provide lower revenues, than a center of trade covering several provinces, trading with exotic goods such as ivory, slaves, and spices. Your technological level will also affect the profitability and competitiveness of your merchants. When many countries appoint merchants in the same center of trade a veritable trade war may very well erupt.

The Economical Effects of Trade

The economical effects of trade should not be underestimated. A raised level in trading technology with lots of provinces and trading posts, the trade centers will turn into veritable gold mines for anyone managing to maintain a monopoly. Additionally the effects of being the leading producer of certain goods will provide unimaginable profit, when war, rebellion, and catastrophes strike the European continent, changing all prices. Note also the importance of having a center of trade within your own country. New colonies and trading posts will almost exclusively end up under the authority of your own center of trade. This will increase both your immediate profits, and also the trade value of your center of trade. It is also easier to be competitive in your own center of trade, but more about that later.

Fleets and Sea Transport

The fleet is a military unit consisting of a varying number of ships in the same way that an army unit consists of a varying number of troops. There are three types of ship in the game: Warships, Galleys, and Transport Vessels. Warships have a transport capacity of 1; galleys have a



transport capacity of 0.5, and transport vessels a capacity of 2. What is transport capacity? Each army unit has a weight; the transport capacity of your fleet indicates how many troops you are able to transport. Cavalry and artillery have greater weight than infantry. The total weight of each army unit and the transport capacity of the fleet can be found in the Information window whenever you have selected a unit. War ships are more effective in battle, galleys are the least expensive, and transport vessels have the largest transport capacity. Galleys should be kept in the Baltic Sea, the Mediterranean, and the Black Sea, as this ship type is useless on the open sea.

All fleet units suffer "attrition" when at sea. When you choose a fleet unit you will find the current attrition speed in the Information window. This is shown in connection with the small skull. There is no attrition when a fleet is in port, which means that you need to send your fleets into port at regular intervals in order to maintain the ships. If a fleet transporting army units is sent to port the army units will be unloaded automatically in that province. Merging, splitting, reorganizing, and dissolving fleets is done in exactly the same way as army units are merged, etc.

Loading of Army Units

First you need to order your fleet into a sea zone, and then order an army unit in an adjacent province to load onto the fleet. You cannot load the fleet unless it is in port.

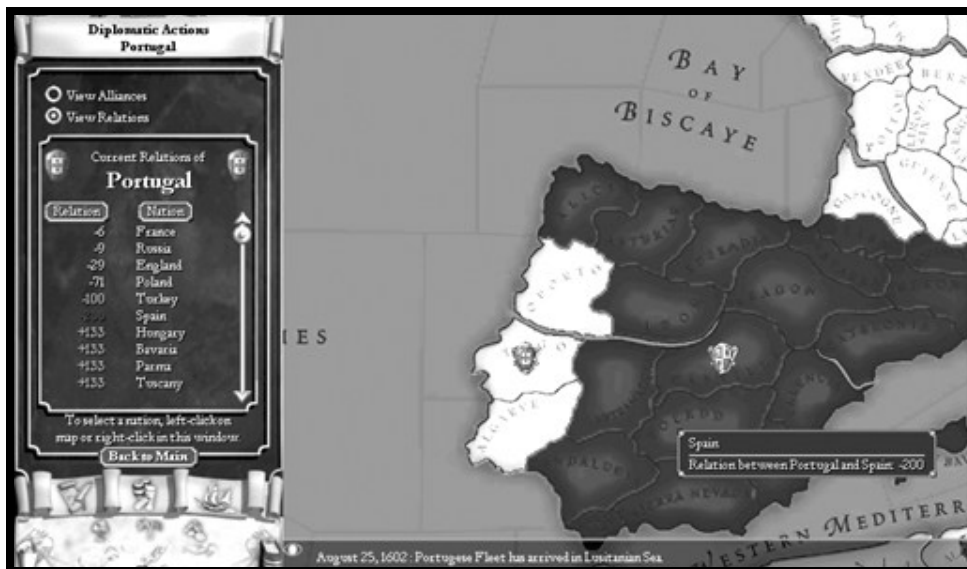
When the troops are loaded you will find a new button in the information window when you choose the fleet. Click this button when you want to unload the army unit in another adjacent province.

Unloading an Army Unit from a Fleet

Choose the fleet and click the unloading button. You will now see the army unit on the map. Now click the province where you wish to unload your army unit. The troops will now start marching to the province.

Trading posts

A colony is a province providing some produce and a small amount of trade. Trading posts do not provide any produce to speak of, but instead provide a better trade value affecting the center of trade to which it belongs. By establishing many trading posts, preferably in provinces producing unusual goods, you quickly increase the trading value of the center



of trade they belong to, and if you have a monopoly or a large number of merchants there, you will receive good revenues from your invested funds. The trading posts may be improved up to six levels. At the higher levels the trading posts have a great trading value.

You build trading posts by sending out merchants. Click the colonization button. As we mentioned previously, you have some colonists available—the number is shown in the line above the map. These can be used either as colonists or merchants. Historically the first colonizations happened when the European countries first established trading posts in an area, and later on colonized it. Trading posts are cheaper than colonies and are usually easier to establish than colonies. It is also easier to maintain a colony in a province where you already have a trading post, as compared with a neutral and empty province.

How to Establish a Trading Post

Click the colonization button. Now you see the map in its colonization view. Bone white provinces are not available for colonization or trading posts. They are either undiscovered, al-

ready fully developed provinces with more than 5000 inhabitants, or belong to other countries. Possible prospects are all of the green colored provinces. If the province is dark green, you already have a colony there, if the color is medium green, you have a trading post, and if the color is light green, you have neither. Click the province where you wish to establish a trading post, and then click the button "Send merchant." You will now see a figure unpacking pots from a chest as a sign of work in progress. When placing the pointer above the merchant you will see how long it will take until the trading post is ready for business.

Neighboring Countries

Your neighbors are naturally of great interest to you, whether they are your allies or your enemies. Normally you know about your European neighbors and their provinces, but usually you know nothing about the non-European countries. You must discover them. You are also only able to send diplomats to a country if you know about it, and diplomacy is one of your most important tools for survival and expansion.



Diplomacy

Diplomacy can be used in many ways. The diplomats you send out are your tools when you want to achieve something. What is it you want to achieve? You can offer royal marriages or alliances, or take up such offers. You may declare war or offer peace. You may try to exchange geographical knowledge, and you may create better relations to other countries through gifts and tokens of respect, or worsen relations through insults and bans.

Royal marriages are a good thing. They improve relations and make it difficult to carry out declarations of war. The alliances you enter are also important, as you will easily fall prey to other alliances if you do not belong to any. It is quite possible to defend yourself against another power, but if three, or even four, other countries attack, you are in deep trouble.

In order to use diplomacy you click the diplomacy button below the information window. This opens a diplomacy menu for your country. You may look at another country on the map at any time. By clicking the "coat of arms" of that country you may review the diplomatic situation of that country. You have a number of choices in your diplomacy menu.

By clicking an option, that diplomatic mission will be performed and you will have one diplomat less. Note that if you make an offer of royal marriage or an alliance the monarch will not automatically accept the offer. The deciding factor for such a decision is your previous relations. If you have attacked and occupied a number of small and innocent countries your surroundings will naturally treat you like an international pariah.

War

War is one of the fastest and best ways of expanding politically and economically. War also has its share of disadvantages. Your research will often suffer, as you probably need to invest heavily in stability after each war. Wars almost always destabilize your country. War also affects the risk of rebellion in your provinces. A land with multiple religions often risks a "great mess" each time a war drags out in time.

To Prepare for War

Before you declare war you need to prepare. This usually means that you expand your armies and fleets in order to obtain local supremacy. You should also compare your



strength to the strength of your potential enemies. If you are well prepared you suffer less risk of having to finance your war with war taxes and increased minting of coins. Note that attrition is higher for army units that are moved during the winter months. Plan your war accordingly. It is also important to consider the allies of your potential enemy, and trying to figure out how your own stability will be affected. On the one hand you check to see if you have any Casus Belli (Latin for "cause of war"), which will decrease your loss of stability because of the declaration of war, and on the other hand by declaring war and then "regretting the act." When you declare war you are informed of the size of your loss of stability and what caused it.

To Declare a War

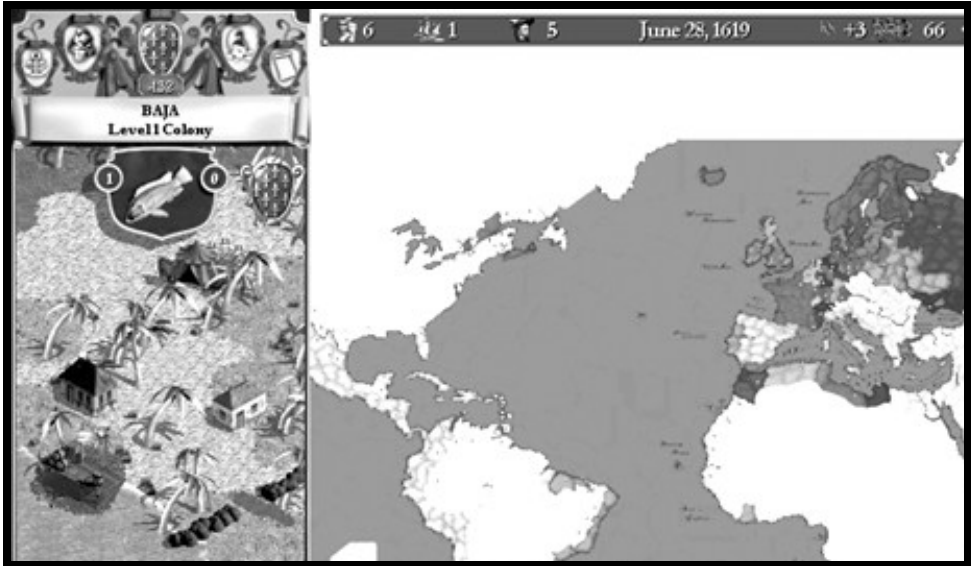
War can be declared either from the diplomacy menu, where you go to the country in question and click the line "declare war," or by honoring an alliance where one of your allies either has declared war on another country, or has been attacked.

To Win a War

In order to win a war you must be victorious in battles and naval engagements and/or capturing the provinces of the enemy. You capture a province by moving an army unit into a province, defeating any enemy units in the province, and performing a successful siege or assault. When your flag is waving above the town, colony, or trading post of the province, you control it and this will be counted to your advantage during peace negotiations. Note that the opposite is true for your opponent, which means that you should try to avoid losses in battle and try to hang on to your provinces. Extended wars lead to exhaustion, which often results in rebellion in your various provinces.

Offers of Peace

In order to make an offer of peace you click a province belonging to (or that has belonged to) the enemy. Then click the diplomacy menu. Here you click on the line saying "Offer of Peace." Here you see the results of the war, through the number of stars or tombstones in the information window. If you see tombstones you should consider offering a tribute



and/or provinces in order to gain peace. If you find stars you may often demand a tribute and/or provinces. Each star or tombstone represents a province or 250 ducats, which you either may offer or demand. You may only offer to give up provinces, which have belonged to you, and are now controlled by the enemy, and you may only demand provinces, which have belonged to your enemy, and now are in your control. If you demand provinces that belonged to your enemy at the start of the scenario, that is, his or her core provinces, the enemy now has a *Casus Belli* (cause for going to war) against your country.

C) Activities

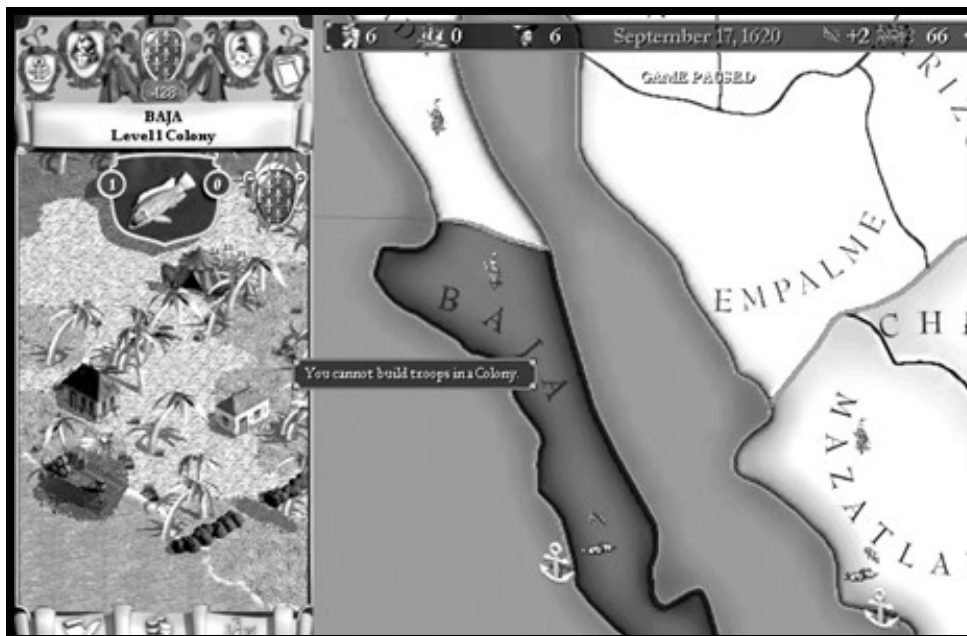
Countries

Each player runs a country. Each country consists of one or several provinces and possessions (the difference will be explained later). Your country has a border marked on the map, and if you wish to view the political map, the provinces of each country are marked with the same color. Each country has a monarch and a state religion. Most of the countries are located in Europe, but there are a few non-European

countries spread out in the world that may be included in the game. Certain countries have a special political status - these countries may be played. Each scenario defines the countries you are allowed to play. The difference between player countries and other countries is that a player country may not be occupied as the result of a peace treaty or through diplomatic means (see Peace Treaties and War Damages).

Provinces

The province is the smallest geographical unit of the game. There are two types of political status for the provinces. They either belong to a country, or they are independent. Your country consists of provinces belonging to you. The provinces are fully developed, as opposed to possessions. This means they have cities, where you may appoint officials, and where you may build ships and raise army units. Possessions are provinces that lack a city, but have either a colony or a trading post. Any province that does not belong to a country is an independent province. These provinces only exist outside of Europe, and are populated by natives, organizing their societies through clan and tribal systems. The independent provinces do not have

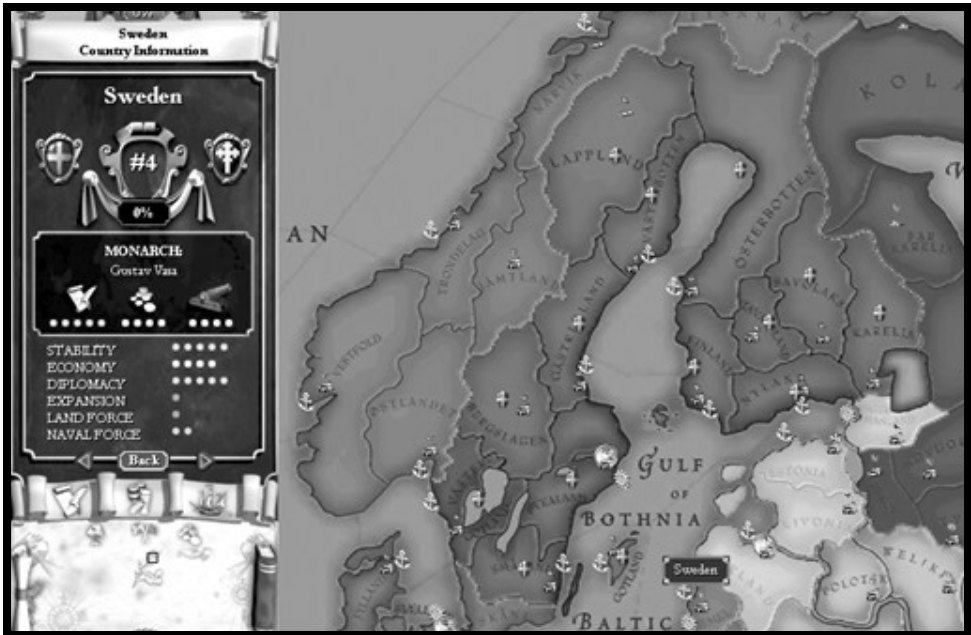


standing army units; instead native war bands will meet you if you move an army unit into the province. You may colonize or construct trading posts in independent provinces, thereby gaining a certain level of control. Only countries may have a colony or a trading post in an independent province. When a colony or a trading post is established, the province is no longer considered independent. A basic difference between a province with a city and a province with a colony is that you can build ships and raise army units in the former, including appointing officials, and establishing factories. You may not do any of this in a province with a colony.

A coastal province is a province with a port. Note that in order to have a port the province must either have a city or a colony. A province with just a trading post may never have a port. Having coastal provinces also affects the number of colonists and merchants your country will receive each year. Also note that ships do not suffer attrition when in port, because they can be maintained. If you have a large country with provinces on several continents, you will

do better if you have ports in as many places as possible, in order to send your ships in to port now and then, to avoid suffering attrition (See Attrition). The provinces you start the game with are your core provinces and your most important ones. Core provinces are marked on the political map with small shields. The country a province belongs to is noted by the flag waving above the city, the colony, or the trading post. During times of peace you may only move your army units from and to provinces belonging to your own country, or into independent provinces. During times of war you may also move army units into provinces belonging to allied countries and dependent states, and into countries with which you are at war. There is also one exception. The Emperor of the Holy Roman Empire may freely move his army units within the borders of the Empire (see The Holy Roman Empire).

Note that a province may belong to one country, but may be controlled by another. This happens when two countries are at war with each other, and one of the countries has occupied a province belonging to the other

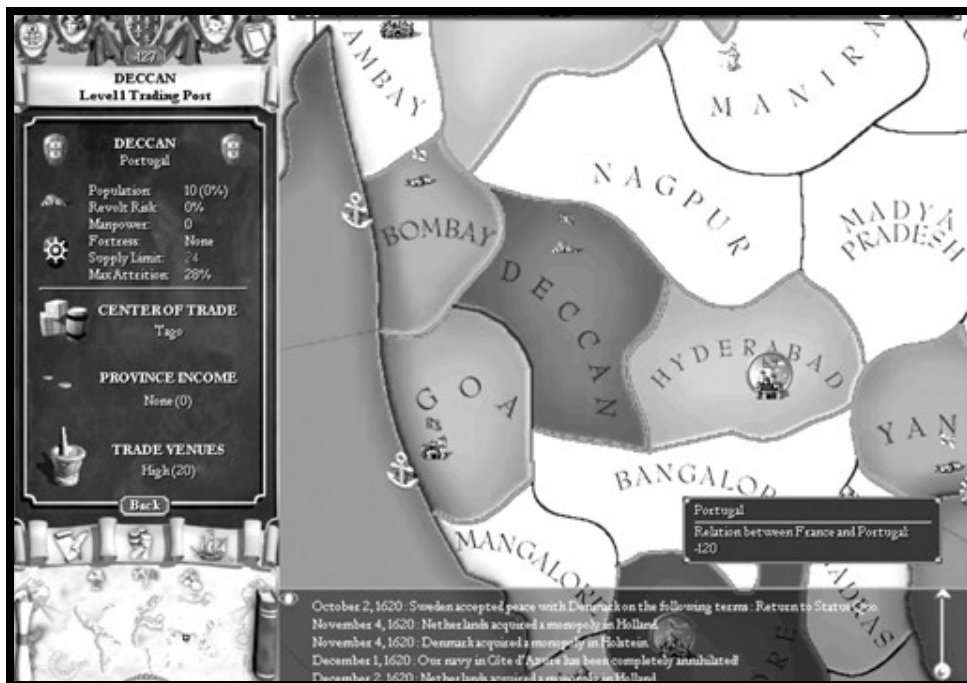


country. When peace has been declared, all controlled provinces return to the original owner, unless they have been surrendered as part of the peace treaty. There are two exceptions. The first depends on whether you have signed the Tordesilla Treaty or not (see The Tordesilla Treaty), because you may then move into and take control of the colonies or trading posts of other countries, regardless of whether you have been at war with these countries or not. The other exception applies if rebels manage to seize one of your provinces. The province still belongs to you, but the rebels control it. If another country controls any of your provinces, you will not receive any income from these provinces. You will see that a province is controlled by another country if the flag of another country is flying above the city, the colony or the trading posts. (Rebels fly a red flag.) In order to take control of a province you must capture the city, either by storm or siege. Provinces with cities lacking fortifications, and provinces with colonies or trading posts are automatically controlled when you move an army unit into it. Also note that

provinces under your control will be counted to your advantage during peace negotiations.

Sea Zones

The seas are vast open areas. During this period the chances of controlling the seas was limited by the quality of the ships and their crews, the basic resources, and of course the weather. The sea is therefore divided into sea zones. Each sea zone is an area where fleets have a limited influence. Each fleet actually consists of a main part and several smaller patrols. When the patrols discovered enemy ships, the main part of the fleet was assembled to deal with the enemy fleet. This means that battles between fleets do not occur automatically; this depends on the quality of the fleets. The main problem was finding the enemy and creating local superiority. If you did not succeed the engagement was called off. Your territorial waters are the sea zones off the coast from your coastal provinces. Here you have several advantages, as you know the waters, the weather, and you are close to your bases for maintenance.



Cities and Capitals

Your capital is shown on the map. This is the city belonging to the province where you find your shield. The province with your capital may not be surrendered during peace negotiations other than by occupation (see Peace Treaties and War Damages). The city shows a graphic representation of the level of development of your province. What you see in the information window is a picture of the city, as you build ships, raise army units, upgrade buildings, and build factories. The population level of your city indicates the wealth of your province. Normally the population of the city will increase over time, but it may also drop because of war, rebellions, random events, and if the city is situated in an area of adverse geographical conditions, for example in the African tropics. When a colony has 700 inhabitants it develops into a city. The city is still colonial, and in order to become a real European city with efficient production the province must have at least 5000 inhabitants.

Trading posts and Colonies

When you have established a trading post or a colony in a province you gain control of the province. In other words, the province is now yours. This means that no other country may use the province for troop movements during peace, and no other country may establish trading posts or colonies in the province. You may lose your province either through negative population growth because of the geographic conditions, which will make your population drop to zero, or by ceding the province to another country as part of a peace treaty. You may also lose a trading post either because an enemy army unit burned it to the ground during war (see Trading Posts and Merchants), or by ceding the province to another country as part of a peace treaty.

Trading posts and colonies are called possessions, and are different from provinces with cities, partly because of population levels, and partly because of the development levels. The difference between a trading post and a colony



is that the trading post provides a low production value and a high trading value, while the colony provides a high production value and a low trading value. In addition the colony has population growth and may be developed into a city, while a trading post does not have population growth, nor may it be developed into a province with a city. You may still develop your trading posts into colonies by sending colonists to your trading posts.

Terra Incognita and Permanent Terra Incognita

Both "Terra Incognita" and "Permanent Terra Incognita" are undiscovered areas. Terra Incognita represents provinces and sea zones not yet discovered by your country. When these are discovered, either by moving army units or ships through them, or by trading maps with other countries, the areas cease to be

Terra Incognita and become part of the known world, as your country knows it. Note that you normally need a Conquistador, or you must have reached Land Military level 11 in order to discover provinces. For undiscovered sea zones you need an Explorer or you must have reached Naval Technology level 21.

Permanent Terra Incognita represents undiscovered areas not consisting of provinces or sea zones. Permanent Terra Incognita comprises the areas that were not explored at all at this time. Historically, there were several areas that were not discovered until after 1792 (such as some parts of Siberia and Australia), or which had been discovered earlier, but where all knowledge about it had faded into legends (such as the interior of Africa), and finally areas which could not be explored using the technology of the times (such as certain Northern sea routes).

Stability and the Wrath of Your Subjects

What is Stability?

The political culture of Europe during the period was not an isolated phenomenon. How each country should behave in regards to both domestic and foreign policy had already been formulated during the height of the Roman Empire, and had later been developed during the Middle Ages. The ideological starting-point at the end of the 15th century was Christianity as a unit. Civilization was defined within the framework of Christianity and consequently, what constituted civilized behavior between countries. A similar starting-point existed in the Moslem countries, where "country" was not a properly recognized concept. Instead they regarded all Moslems as part of the Moslem Haram. Internally the division of society was frozen, partly because of the division of power between various groups during the late Middle Ages, but also through domestic policy, which could be described as a struggle or game between various groups in society. The monarch naturally played a large part.

You should also be aware of the advantages associated with breaches against "the international rules." The princes of the Renaissance were soon involved in a highly advanced game of political struggle, where a European hegemony was the goal. In this aspect you should consider the abstract concept of stability. If the monarch broke the formal and informal rules, both his foreign and domestic reputation fell, including the status of his country. The response to declarations of war was often your own declarations of war, which caused a spiral of injustice, war, and revenge that affected all of Europe.

Stability is thus affected by both the international status of your country, and by the relations between your monarch and his subjects. The stability of your country may vary on a seven-point scale from -3 to +3.

Things that Lower Stability

There are several reasons why stability may deteriorate, but the most important are definitely declarations of war. Declarations of war were not regarded lightly by anyone in Europe during the period, perhaps with the exception of the issuer. In other countries the monarchs and the governments viewed any declaration of war with concern, because it might upset the balance of power of the region. You could say that society viewed the country as a person and the declaration of war as a physical attack. You could make this attack if you had good and proper reasons (see *Casus Belli*), but uncalled for wars were punished by force. As a result of a declaration of war, you could lose prestige and international honor. Add to this the quite negative reactions of the population, as war meant levies, inflation, and raised taxes. A declaration of war without *Casus Belli* lowers the stability of your country by two steps (-2). A declaration of war with a proper *Casus Belli* does not affect your stability at all. Religion was something that united and divided countries during the epoch. It was thought of as an un-Christian and therefore it was immoral to declare war on a country with the same religion, which meant that the population and the priests reacted quite negatively if any monarch chose that route. A declaration of war against a country of the same religion lowers your stability an additional step (-1). To declare war against an allied country was seen as truly degenerate behavior, lowering your stability yet another step (-1) if the country under attack has ties through a royal marriage with yours. If you declare war against your own vassal your stability will drop another three steps (-3), while ending your vassal ties without a declaration of war lowers stability by three steps (-3). If you declare war against a country with which you have a peace treaty, your stability will drop by another five steps (-5); in effect, this means that you will become an international pariah. Peace treaties remain in effect for five years.

Some other important factors that lowered stability during the period were various politi-

cal acts of a dubious nature. Breaking your foreign promises immediately lowered the reputation of a country and its prestige. The principle of "Pact SUND Servanda" (agreements are binding) was a basic rule already in Roman law, and had been incorporated in the diplomatic life of the times. Annuling a royal marriage could be a good thing for your country in many ways, but the stability of your country is lowered by one step (-1). You are seen as flighty and insecure in your foreign relations, which is cause for strong irritation among any groups of society with strong connections with the country in question. If you decide to sack a vassal your stability is lowered by three steps (-3). Especially the nobility will question your foreign competence. A vassal has subjected himself to your decisions, even though this is mostly of a formal nature, which means that dissolving the relationship is regarded as a sign of your weakness. If you leave an alliance your stability is lowered by one step (-1), which means that many powerful men in the upper levels of society probably have invested a lot of prestige and friendship in the alliance that you are leaving. The same thing occurs if you refuse to honor an alliance; for example, if you do not help a brother when a third country attacks him. It will lower your stability by one step (-1). Sharp foreign turns will create uncertainty about your future direction in the political game. If you refuse a country the chance to trade at your trade centers you also lower stability by one step (-1). Your neighbors will feel threatened, because what you did against one country may be repeated against another.

Finally, there are five general causes for lowered stability. The first occurs if your country goes bankrupt. Bankruptcy occurs if you have taken out five loans from the national treasury (loans from other countries are not counted), and you are unable to repay them when they are due, or when you have taken out five loans, and your monthly costs are higher than your monthly income. With bankruptcy the stability of your country is lowered by one step (-1). The population has lost confidence in the abil-

ity of the monarch and the government when it comes to handling your finances. The same thing applies when you are unable to repay a loan from another country, as your stability is lowered by one step (-1). Stability is also lowered if you decide to raise war taxes (see War Taxes), which means that you further increase the burdens of your country while lowering stability by one step (-1). The fourth reason is a change of state religion. Changing state religion normally means a huge transformation of society, affecting every level of society. Some of your subjects will celebrate, while others will stage a revolution. Changing the state religion lowers your stability by five steps (-5), except if you change from the Catholic Church to Counter Reformed Catholicism. (For a longer description, see Religion.) Finally some random events may lower the stability of your country (see Random Events).

Please also note that all effects are cumulative; that is, if you have a stability of 0, and declare war against a country without a *Casus Belli*, and in addition you have ties to that country through royal marriage, and a peace treaty, this will lower your stability by eight steps (-2-1-5=-8). As mentioned earlier, you may not have a stability of less than -3, but for each additional step you will suffer an automatic rebellion in each of your provinces. In this case your stability will drop from 0 to -3, and then you will have 5 rebellions in each of your provinces.

Things that Increase Stability

You may increase the stability of your country by investing in stability in your state budget (see Investing in Stability). This is handled as a certain sum set aside for this purpose each month, which you may view in the information window. Note that the cost of increasing stability is higher if you have a large country, as you must appease more people. When the green line has reached its end the stability of your country is increased by one step (+1), and the green line starts anew at the beginning. This is to be interpreted as the monarch and the gov-



ernment making concessions to various groups of society; for example, a temporary lowering of taxes for the peasants, land grants for the nobility, trading rights for the townsmen, or greater freedom for the serfs. You may also see the cost as part of certain actions, like replacing bailiffs, changing the laws, etc. Finally they may cover the cost of raising the prestige of your country; for example, by holding splendid weddings, raising the magnificence of the court, etc. You cannot raise stability above +3 by investments. The rate of increases will be lower if you are at war, for each quarter you have been at war, and for each province controlled by the enemy (core provinces are counted twice and the capital is counted as ten normal provinces). All investments made when your stability is at +3 will result in ducats for

your treasury. Note that certain random occurrences may raise stability (see Random Events). When you are victorious at war, and have managed to annex formerly independent countries (see Annexation), your stability will increase by one step (+1), as your victory will increase your international prestige and make a big impression on your subjects.

What Is Affected by Stability?

To begin with, all population levels of your cities and your colonies and all your monthly and annual income are affected. During bad times with spreading unrest the population often decreases. If your stability is low you are probably at war with another country. Your population is decreasing through levies, people running off into the woods, and because of

plagues that were often a result of the wars. In game terms you will be able to view the percentage of increase or decrease of your population by clicking the church of a province. If conditions are really bad, cities and colonies may have a negative growth, which means that they are being depopulated. Population levels determine the production income of your provinces, which means that stability will determine the long-term development of your income. The administrative system is also less effective when there is unrest. Bailiffs were not obeyed, roads and communications deteriorated, and people evaded their taxes to a greater extent, resulting in a higher cost of living with lowered consumption and production. This will mean that your tax income will increase and decrease in proportion to your stability. You see this as changes in your annual income and also by checking up on your Financial Summary.

Trade is also affected by the same phenomena. Declines in both domestic and foreign trade were common during wars and during periods of unrest in general. This is portrayed by a connection between your annual quota of merchants and your stability. If your stability is at the lower end – that is, -3 or -2 – you will have great difficulties getting the merchants to do business; they will simply lack all incentive to trade, which lowers your pool of merchants by two (-2). If your stability is at -1 , your pool is lowered by only one merchant (-1). If stability is at 0 or $+1$, you gain one ($+1$) or two ($+2$) extra merchants. If the stability of your country is excellent, $+2$ or $+3$, you gain three extra merchants. In addition, stability affects the ability of the merchants to get into the trade centers, as well as their ability to compete with merchants who are already present. Note also that the annual interest of your loans varies along with your stability.

Your diplomatic skills and the risk of rebellion are also affected by the stability of your country. When it comes down to your diplomatic abilities, you may not declare wars if your stability is at the very bottom (at -3). This is part-

ly due to social unrest and the fact that court intrigue is at such a high level that the monarch and the government are unable to deal with anything other than trying to keep the country united. To fight a war at such a time is impossible. The risk of rebellion in your provinces is in direct proportion to your stability. The lower your stability is, the greater the risk of rebellions, and vice versa. You can read more about this later in the manual.

Rebellions and the Risk of Rebellion

Rebellions were fairly common during the period, primarily during the early part, the 16th and 17th centuries, while decreasing in scope and frequency during the later years. There are several reasons for this. Normally rebellions were caused by social or religious injustices against the broad base of society, known as "peasant uprisings." A fortunate start of a rebellion required leaders and even administrators in order to compete with the governmental power, and this is where the nobility and prominent townsmen entered the picture. Any successful rebellion required that all levels of society got involved if they wanted to change social reality. A few such "successful" rebellions are the war of liberation of Gustavus Vasa, and the French Revolution, but even properly organized and solid rebellions could fail in the end. The fewer rebellions at the end of the period were usually due to the fact that few rebels had access to the modern weapons technologies available to the government, and the increasing difficulties in uniting different social classes. The arm of the government had become longer, and its grip was also much stronger.

The risk of rebellion varied from province to province. In order to review the risk of rebellion as a percentage value, click the church of the province and point at "Risk of Rebellion." You will then see what the risk is, and what is causing it. You may also look at the map showing religions, where you see all provinces with various levels of shading. The darker the shade is, the greater the risk of rebellion. The two



most important causes for rebellion are the level of stability and the level of tolerance of the monarch and the government toward the religion of the provincial population (note that a province may have another religion than the "state religion" – see "State Religion and Provincial Religion"). The risk of rebellion is in direct proportion to the stability and the level of tolerance; that is, the lower the values, the greater the risk of rebellion, and vice versa. There are also a few general factors affecting the risk of rebellion. The risk is always lower in the province with your capital, because the monarch and the government have much better political control, compared with the other provinces. If you have built a factory in the province the risk is lower as the population has a higher production, which results in a higher standard of living. On the other hand, the risk will increase if you have appointed a bailiff as tax collector, as more efficient taxation leads to less income for the population. You may also lower the risk of rebellion by appointing a lawyer as high judge, as this improves the judi-

cial system and the police. The game incorporates a special case, which may be good to know about: the phenomenon is called "Dutch nationalism" and will occur sometimes during the second half of the 16th century. It will result in a heavily increased risk of rebellion in the Dutch core provinces, which originally (1492) belonged to Spain. This "nationalism" was controlled by religion. The risk is affected by the religion of the provinces. If the country they belong to has a different religion, the risk of rebellion will be much higher.

What happens when there is a rebellion? Each month there will be an uprising in each province, and the chance of success depends on the risk for rebellion. When a province rebels, a rebel army unit appears, carrying a red flag. It immediately engages any regular army units in the province and then starts a siege of the fortified city. If the rebel forces manage to take the province, the red flag will fly above the city. If the city garrison also rebels, then the rebels will automatically control the city. This means that the rebels will control the province, and also



that the risk of rebellion will increase in each adjacent province, and that the rebel forces will move into the next province in order to conquer it. A rebellion may spread like wildfire all over your country if you are unable to stop it in time.

The same things apply to provinces controlled by enemies as to provinces controlled by rebels; you do not get any income from the province until you have managed to retake it. If the rebels manage to take control of enough provinces (the number to be controlled varies from country to country), two things may occur. Either the rebels are allowed to take over the sovereignty of certain provinces (more about this in the next chapter), or the "government will fall." If the government falls, you return to stability level +3 and regain all of your provinces that used to be controlled by the rebels, and all rebel army units disappear. There is also a chance of your country switching state religion. The rebels were simply able to win, and you just lost a whole lot of victory points.

How do you get rid of a rebellion? If low levels of tolerance caused the rebellion, these can be changed. If the level of stability in your country is low, you may try to change that, because rebellions decrease if stability is high. But if a rebellion has succeeded, and you now have a rebel force in your country, your only way of dealing with it is through the use of force, sending an army unit into the province and defeating the rebels in a field battle. When an army unit is fighting and taking losses, then morale decreases over time, until the unit panics and has to retire. The rebels will never retire. If the morale of the rebels reaches the panic level the unit simply dissolves. Do not forget that provinces conquered and controlled by rebels will generate new rebel forces, which must be conquered in order to put a stop to the rebellion.

Liberation Movements

A liberation movement may start as a regular rebellion, but may develop after a while into a liberation movement with demands of inde-



pendence. Certain areas, like Brittany, Norway, Catalonia, and the Ukraine, among others, may develop into liberation movements, and then proclaiming their independence, but this is also true of formerly existing countries, which have been annexed during wars. The provinces under the control of the rebels are simply transferred from your country to a new country, which has just appeared. The new country starts its existence automatically at war with your country. There is nothing that prevents you from conquering the new country and annexing it.

Example: France (stability 0) is at war with Switzerland. The monarch and the government are of the firm opinion that the war may be won, and decide to switch the state religion from Catholicism to Protestantism. Stability drops to -3 , and rebellions start in several Catholic provinces. The war with Switzerland is not successful, and an alliance consisting of Spain, Lorraine, and Cologne declares war with France. After half a decade France has lost a few provinces to the "alliance," but Provence

and Brittany have appeared as independent countries. The "alliance" refuses to offer peace without massive concessions of land, and France finds it necessary to make smaller concessions to Provence and Brittany, in order to lower the number of adversaries, thus avoiding a loss of land to Spain.

Religion and Tolerance

Religion was a very important part of life during the period. Catholicism was the uniting force in Christian Europe. In 1492 Castile and Aragon had "liberated" the Iberian Peninsula from almost 800 years of Moslem government. Neither the Pope nor the Emperor had the same power over people any longer as during the Middle Ages, but religion still served as a common system of thought for the inhabitants of Europe. People on the eastern fringes of Europe still confessed to the Orthodox variety of Christianity, and lived within a similar, but slightly different system. The Ottoman Empire was both the inheritor of the Byzantine Empire and the Caliphate of Baghdad, and here the Sunnis were



in majority. The Sunni Moslems were fighting the Shia Moslems of Persia. This struggle concerned who should lead the Moslem Caliphate. According to the Europeans, the world beyond Europe and the Middle East was simply populated with lots of heathens.

When the Reformation occurred the Catholic Church was divided, and Protestants and Reformists emerged out of the split, which also brought about a wave of violence, with both religious and political overtones. Religiously it was a struggle for the reformation of the old church order. It will be noted that the Catholic Church was also reformed from within. The political struggle concerned the power over the possessions of the church and the appointment of priests, but above all about the freedom of thought: whether the Pope had the right of interpretation in all religious matters or not. You could also say that Catholicism represented a universal view, a common European church, while the Protestants and the Reformists wanted more decentralized, National churches.

After a while the struggle developed into religious wars without any clear winners. Because of a general European fatigue, the different variants of Christianity were finally forced to accept the status quo. This was the first step toward tolerance and freedom of thought, which would really get underway during the Age of Enlightenment.

State Religion and Provincial Religion

Each country has a state religion, and as has been mentioned earlier, it was a system of thought, regulating morals and the philosophy of life, but it was also a form of state ideology the rulers used in order to control their subjects. This means that the religion of your country affects certain phenomena of society in the following ways:

Catholicism: Provides your country with 2 additional diplomats each year. The monarch may be elected for the office of Emperor of the Holy Roman Empire (see The Holy Roman Empire). Poland-Lithuania is an example of a Catholic country.



Counter Reformed Catholicism: Provides your country with 2 additional diplomats each year, and 1 additional colonist each year. You have the option of forcing protestant and reformist countries to convert to Catholicism. This religion will also provide a positive bonus when investing in stability, due to the authority restored to the Pope. Finally it lowers your annual and monthly income by 20%, as this part is due the Pope in Rome and the church, which is separate from the state. The monarch may be chosen for the office of Emperor of the Holy Roman Empire (see The Holy Roman Empire). The Papal State, naturally, and Spain during the reign of Charles V are examples of this religion.

Protestantism: Provides 1 additional diplomat and 1 additional colonist each year. Provinces in Protestant countries will also have a higher production value and provide higher taxes on production than countries with other religions, as the protestant mind frame places a great emphasis on individualism and work ethics. Each Protestant coastal province pro-

vides up to 3 additional merchants each year. As individualism gives rise to sectors and popular uprisings, your country gets a negative bonus when investing in stability, but as the church is controlled by your monarch and government, your annual and monthly income are increased by 20%. Sweden became a Protestant country in 1544.

Reformist: Provides 1 additional diplomat and 3 colonists each year. Militant Reformist army units and fleets are also provided with one extra level of morale. Reformist merchants receive higher profits than merchants of other religions. Each Reformist coastal province provides up to 3 additional merchants each year. The Reformist society was heavily controlled through the general social norms, which provides a positive bonus when investing in stability. Your annual tax income will decrease by 30%, as the Reformist society was strongly decentralized, and public spending was handled at the community level. Examples of Reformist countries include Holland, Switzerland, and Scotland.

Orthodox: Provides 1 additional colonist each year. The Orthodox Church was not involved historically in the enflamed conflict between Catholics and Protestants, and its diplomatic relations were not affected in the same way by religious change in the rest of Europe. The best example of an Orthodox European nation is of course "The Third Rome," Russia.

Shia Moslem: Provides 2 colonists per year. During a very long period the Shia Moslem faction was forced to keep its religion a secret, in order to avoid the wrath of the Sunni Moslem majority, but after a number of uprisings and heavy fighting, the Shia Moslems managed to establish a number of independent nations, with sharp theological differences toward the Sunni, which also gave rise to a certain fanaticism, providing their army units and fleets with an additional level of morale. The Shia Moslem countries had a stricter relationship to the Koran for political guidance, which provides a positive bonus when investing in stability, but as a much stricter interpretation of the Koran regarding religious taxation was observed, the annual income is lowered by 30%. Examples of Shia Moslem countries include Persia and the Egypt of the Mamlukes.

Sunni Moslem: No special advantages or disadvantages in game terms, but functions instead like Catholicism in the Christian world. An example of a Sunni Moslem country is the Ottoman Empire.

The state religion is the religion preferred and supported by the monarch and the government. In practice it means that the religious leaders of the state religion were responsible for the spiritual guidance of the people. They also acted as missionaries. In certain countries religious minorities could be exempt from the state religion and keep their own religious leaders and church organizations. This practice was fairly common and came about as a result of provinces being ceded in war only if the populations were allowed to keep their old religions. Another reason could be a lack of resources or an actual will to "combat heretics" in the country. An example of a country with several differ-

ent religions within the borders, combined with a high religious tolerance, is Poland-Lithuania, while Spain under Ferdinand and Isabella may serve as an example of a country with a low tolerance.

The provincial religion is the religion of the population of the province. A province may have another religion than your state religion, which may result in rebellions if you have a low tolerance toward the religion of the population. As a player you have a religious/political tool you may use to control the level of tolerance of your monarch and government toward different religions.

Religious Tolerance

You may control the level of tolerance in the religion window regarding different religions on a scale from 0 to 10. Note that you have a "natural balance in a zero-sum game" between how you determine your levels of tolerance. For example, if you only have two religions to control your tolerance against, and you maximize tolerance toward Catholics (10), then you will automatically minimize tolerance toward Protestants (0). The level of tolerance affects the risk of rebellion in your provinces (according to the tolerance toward the provincial religion), and also your diplomatic relations with other countries.

An example: Sweden has a high tolerance toward Protestants (9) and a low tolerance (1) toward Orthodox Christians, which will affect diplomatic relations with Russia (state religion: Orthodox) and improve diplomatic relations with Brandenburg (state religion: Protestant) over time.

Four Important Events

There are four important historical events closely tied to religion during the course of the game. In chronological order, these are the Reformation, Jean Calvin, the Council at Trent, and the Edict of Tolerance. Note that they all assume that the previous one has occurred. In order for "Jean Calvin" to occur, the "Reformation" event must already have happened.

The first event is the "Reformation," although not earlier than 1517. After Martin Luther nailed his 95 Theses on the gate of the church at Wittenberg a far-reaching discussion started, particularly in Germany, about the relations between religion and royal power. You could say that the big question raised by Martin Luther was whether the Pope and the Curia of Rome really had the right of interpretation in the areas of religion and politics, and that religion and politics had become inseparable was obvious. After a while there came a break between the pope and countries that had taken up the views of Luther and Melancthon of the church as an inseparable part of the influence of the princes. This means that your country may now convert (see *Converting Peacefully* or *Using Force*) to Protestantism. If a country changes its state religion from Catholicism to Protestantism, the country receives 25 ducats per province for confiscated church property. Note also that many European provinces will change their provincial religion from Catholicism to Protestantism as soon as the event occurs. In a country like Sweden, for example, almost all of the provinces become Protestant, while the state religion is still Catholic, which may be as good a reason as any to change your state religion.

The event "Jean Calvin" occurs after the Reformation, and actually represents the appearance of Jean Calvin as a reformer. Before him Ulrich Zwingli, John Knox, and Ulrich von Hutten had already acted as reformers. Calvin, though, was one of the most important post-Lutheran reformers, and organized Protestants in a decentralized fashion, with greater emphasis on the role of the layman in the church. Further, the main points concerned work ethics and predestination, and a strong anti-Catholic sentiment, which strongly increased the already great tension in Europe. This means that your country and others may convert to the Reformist teachings. Please also note that certain European provinces automatically convert from Protestantism to Reformist.

The "Council of Trent" event occurred be-

tween 1545 and 1563. The goal originally was to reform the Catholic Church to let Protestants and Reformist to be able to return. The goal was not reached, however; one reason was that the Protestants and the Reformists refused to attend. They did succeed in renewing and reforming the activities and the organization of the church, and as an effect of the wars in progress they repudiated the teachings of the Protestants and the Reformists. This in turn led to an agenda to let the lost sheep return to the fold. This means that Catholic countries now are able to convert to Counter Reformed Catholicism, which provides a unique ability. If a Counter Reformed country totally defeats (controls all of the provinces) a Protestant or Reformist country, it may demand that the conquered country must convert to Catholicism as part of a peace treaty.

The event "The Edict of Tolerance" is a generic term for all of the edicts and treaties that tried to create a permanent religious peace between Protestants/Reformists and Catholics. None of these succeeded to any great extent nor did any last very long. Ironically the sword and not the pen brought peace to the religions instead. Both the French wars of religion and the Thirty Year War created such widespread fatigue, that people were forced to accept the status quo in the matter of religion. The effect for your country is that the effects of both the "Tordesilla Treaty" (see *The Tordesilla Treaty*) and the Council of Trent end. All Counter Reformed Catholic countries return to the status of "regular" Catholic countries, and all provinces and colonies with a Counter Reformed church are now automatically Catholic.

The Foreign Policy Consequences of Religion

The state religion of your country is extremely important to diplomacy. Your diplomatic capacity, that is your annual supply of diplomats, is affected by your state religion. Catholic and Counter Reformed Catholic countries receive 2 additional diplomats, Protestant and Re-

formist countries receive only 1 extra diplomat, while Orthodox and Moslem countries do not receive any extra at all. The diplomatic relations (on a scale of +200 to -200; see Diplomats and Relations) of your country are also affected by your state religion. The relationship between a Protestant country and Catholic countries deteriorates over time. A simple rule of thumb is that relations deteriorate all the time between Counter Reformed Catholics/Catholics and Protestants/Reformist, and between Christians and Moslems, between Sunni and Shia, and to a lesser extent between Orthodox Christians and everybody else. Relations only improve over time between countries with the same state religion, between Reformed Catholics and regular Catholics, and between Protestants and Reformists. Also note that your country may only arrange royal marriages with countries of the same religion, with exceptions between Protestant and Reformist, and Counter Reformed Catholic and Catholic countries. Orthodox countries could enter marriages with any and all Christian countries.

The Effects of Religion on Domestic Politics

When we talk about the effects of religion on domestic politics, naturally we discuss how the monarch and the government are handling the politics surrounding the religious issues. The levels of tolerance in the religion window govern this. It is important that you think strategically when you handle religious issues. If your country has a lot of religious minorities within its borders it may become difficult to handle religious issues and become difficult to wage war, as the entire population probably has a rather lukewarm view of your policies, meaning that some are quite happy, while others are definitely unhappy about the whole thing.

Let's try an example. It is 1631 and the state religion of Sweden is Protestant, and all of its provinces are Protestant. Sweden knows about Catholics, Reformists, Orthodox, and Moslems, and thus has a level of tolerance toward each of these. Sweden may in principle

maximize its tolerance toward Protestants and Reformists (allies), and minimize tolerance against all the rest. In a violent two front war Sweden then conquers and receives during peace treaties provinces from both Russia and Spain. The Russian provinces are Orthodox and of the Spanish provinces one is Catholic and the other is Sunni Moslem. The problem now is dividing tolerance, as you cannot maximize all of them at the same time. If you chose to keep a low tolerance toward Catholics, even though you now have a Catholic province in your country, you must expect rebellion. It is not improbable for you to lose the province. If instead you set all tolerance levels at the middle level, war fatigue will be felt much quicker, which in itself may be quite a problem if you are going to fight a war for thirty years. The question is if it is really a good thing for you to settle a peace on such conditions. That is why you must plan ahead, strategically, to avoid ending up in impossible situations.

The levels of tolerance and stability are the key to both control of your country and development of the same. If you let rebellion run rampant, it will affect your treasury.

Converting by Peaceful or Violent Means

In modern democratic countries matters of faith are viewed as concerns on which each individual must take a stand. Should I or should I not convert? During the period this was not the case. The monarch and the government were often seen as responsible for the spiritual life of their subjects, as God's representative on Earth. A country where the subjects had the same faith was also much easier to rule. Conversion may mean several things in the game.

It could mean that your country changes state religion in a peaceful manner under your control. In order to change state religion, go to the religion window to choose the religion to which you wish to convert, and then click the "convert" button. Note that you may not change state religion non-historically; for example, Gustavus Vasa of Sweden may not

switch from Catholicism to heathenism or the Sunni Moslem faith. Changing state religion is not done lightly, because there will be a lot of negative consequences. Your stability is lowered by five steps (-5) when you switch religion. There is one exception, though: when you switch from Catholicism to Counter Reformed Catholicism, as these two religions were so much alike that the subjects never really bothered. The second consequence is a deterioration of your diplomatic relations with countries that still have your old religion, which may lead to war if things turn out really bad. There is also a huge risk of rebellion in your provinces, especially if you switch between Catholicism and Protestantism.

It may also mean that your country forces another country to change state religion, or another country forces your country to change. This situation requires that the "enforcer" is a Counter Reformed Catholic country and the victim is a Protestant or Reformist country. Also note that the actual conversion occurs when you make an offer of peace (see Peace Treaties and War Damages). An obvious gain as a Counter Reformed Catholic is the amount of victory points received for converting Protestants and Reformists.

Finally you may be forced to change state religion if there are such widespread rebellions in your country that the government itself is falling.

Your provinces may also convert to other religions, either to the state religion or to something else. It may happen in one of two ways. Catholic provinces may change to Protestantism because of the "Reformation" event, Protestant provinces may change to Reformism through the "Jean Calvin" event, and Catholic provinces may change to Counter Reformed Catholicism because the country has performed the same change of state religion. The second way for a province to change religion is as a random event. It could be a change to the state religion through the work of church officials, or to another religion as part of a heretic movement.

Finally, under certain conditions you may convert provinces of your country to the state religion. Under certain conditions you may use your colonists as missionaries. Use the same procedure as when you are colonizing. You may use your colonists to increase the population level to 5000 inhabitants. If you send colonists to a province with less than 5000 inhabitants it will change its religion to the state religion.

Example: Sweden (state religion: Protestantism) has conquered the province of Carelia (provincial religion: Orthodox / population: 4876) in a war with Russia. You decide to convert the province by sending a colonist as a missionary (in the same way you send a colonist). If the colonization (the missionary operation) is successful the province of Carelia changes from Orthodox to Protestantism.

Note that a rebellion in a province often lowers the population. This means that if your country has provinces you wish to convert, you may lower the level of tolerance toward their religion until they rebel. If you then quash the rebellion, thereby lowering the population to less than 5000, you may now convert the remainder using the above method. It is important to remember, though, that rebellions are quite dangerous affairs for your country, especially if you are not able to keep them under control. Production and income are lowered, and finally you lose victory points when the population drops, as this is a clear sign of your disability to run your country. To willingly put your country at risk through a sort of religious terror must be considered carefully. Examples of failed religious politics are the Spanish driving out of the Moors, and the French persecution of the Huguenots.

Politics and Diplomacy

Diplomacy was developed during the second half of the 15th century from the legislative system of the Pope into an effective and organized tool in the hands of the rulers at the beginning of the 16th century. The diplomat was the personal representative of the prince in all



foreign courts, and it was his duty to defend and strengthen the interests of the prince. There were also many different types of diplomat, but all of them are gathered under this name. Envoys had special tasks, while ambassadors had the highest rank and were accredited to foreign courts, performing all sorts of tasks for the prince. The most important matter was that the informal rules for exchanging diplomats were formalized and became part of the civilized behavior between the countries. The "rules" also protected the diplomat against arbitrary violence.

In the game we only talk about diplomats. The diplomats represent the ability of your country to use non-violent power and to maintain relations with other countries. By sending diplomats your country may present gifts, deliver insults, discuss royal marriages, or even declare war or make offers of peace. The two most important factors governing effective and productive diplomacy are access to money and the amount of available diplomats.

Diplomacy as a Political Weapon

Power, violence and diplomacy are intimately connected. Earlier diplomacy was talked about as the "first tool" of the monarchs and war as the "ultimo ratio regum," or their last argument. In the classic lines of Carl von Clausewitz, war is "the continuation of politics using other means." Frederick the Great once said that diplomacy without power is like an orchestra without notes.

The diplomatic and military means may thus be seen as alternative ways of reaching the same goal—influencing another country in a desired way. Let us now see how the "political weapon" may be used.

Diplomats and Relations

The nations of the world may be regarded as a very large and quarrelsome family, where each member is a separate country. Just like in a large family, there are members with different amounts of power, and they are able to enforce their will in varying degrees of success. In addi-

tion each family member has a special relation to everyone else.

Your country has a specific relation to each other known country in the game. This relation may vary between -200 and $+200$, and may be influenced by many different things. To start with, you should note that relations change much more slowly if they are very good or very bad, but quicker if they are neutral. The second item to consider was the view of the untouchable rights of the princes to their own countries, which meant that a declaration of war without a good reason (*Casus Belli*) was quite unacceptable. The same thing applied to the annexation of formerly independent nations.

The relation between your country and another country is affected positively if there is a royal marriage between members of your royal families, and if you are part of the same alliance. Countries with which you have this sort of tie are less affected by any negative acts performed by your own country. But the opposite also applies; for example, if Sweden declares war on the Teutonic Order, then the relations between countries with marriage ties to the Teutonic Order and Sweden will deteriorate more than with any other country.

Alliances are also important for your foreign relations. By entering an alliance your relations to your brothers in the alliance will improve, and continue to do so as time passes. In addition the members of your alliances are much more indulgent toward your acts against any "third parties" (for example wars or annexations aimed at countries that are not part of the alliance).

Religion is another important factor regarding relations. Your levels of tolerance toward various religions affect the relations of your country. If your country has a high level of tolerance toward a specific religion, your relations will improve as time passes, while they will deteriorate with regard to religions where tolerance is low.

Annexations will almost certainly have a negative impact on your relations. It is perhaps not

so much a question of loyalty to the expelled monarch, but the painfully realized awareness that all annexations disturb the balance of power between the various countries.

Diplomats will use any kind of communication between countries. When you wish to present a gift, declare war, make offers of marriage, etc, you send a diplomat, which means that your "diplomatic corps" is reduced by one. On the other hand it does not cost anything to reply to an offer from another diplomat. You may not send more than one diplomat a month to the same country. You must then wait a month before you send another one. The "diplomatic corps" of your country increases in numbers each year. The number of diplomats you receive depends on the diplomatic ability of your monarch (each value above 5 provides an additional diplomat), and if your country is at war you receive an additional diplomat. If your state religion is Protestantism or Reformist you receive one extra diplomat, but if your state religion is Catholicism or Counter Reformed Catholicism you receive two additional diplomats. It may also receive diplomats because of random events. Your country will always receive one diplomat because your neighbors recognize it.

There are three different methods of directly improving relations with other countries. You may send a letter of introduction, which costs 25 ducats and will give a small improvement. The letters of introduction were a common feature of the period, and it was not unusual for some monarchs to send steady streams of letters to each other. Catherine the Great of Russia, Gustavus III of Sweden, Frederick the Great of Prussia, and Joseph of Austria, were all involved in discussions on the subjects of philosophy and national finances, for example.

You may also send personal gifts, which will cost 100 ducats, giving your relations a stable boost. In order to show how important these diplomatic gestures used to be, we only need to remind you of the tea services, embroidered silk cushions, beautiful furs, etc, that are on display in many European museums. You may al-

so send a gift of state, which will cost you 250 ducats, giving your relations a huge boost. Historically these were often a combination of different things. It could be a large personal gift, like a gilded gala carriage or a pleasure yacht, but often there were subsidies involved in the game. Subsidies were similar to today's aid to developing countries, gifts to poor relations. If you want to be cynical you could say that countries bought the friendship of weaker countries. Examples include Sweden during both the Scanian War (1674–1679) and the War of Pomerania (1757–1762), both of which were financed by French subsidies.

You may also choose to worsen your relations. You have three methods at your disposal, reminiscent of the methods above (which you used to improve your relations), with a small difference—it never costs any money to worsen your relations. The first method is sending letters of warning, which will worsen your relations a little bit. These were quite common and were used to let somebody know that a certain act was not acceptable and that violence could be the response to further actions. The game does not require any actual unfriendly acts to have happened if you would like to send any letters of warning. Just invent something, like Peter the Great before the beginning of the war against Sweden in 1700. He claimed that he had been treated quite badly during his visit to the Swedish town of Riga, but most of the surviving documents suggest that this was just an excuse.

The second method is sending insults, which really worsen your relations. This was more unusual, but did occur now and then. It often concerned problems between countries, which escalated when the monarchs were unable to solve their differences at the negotiation table. A good example is the exchange of letters between Erik XIV of Sweden and Ivan the Terrible of Russia, which started with letters of introduction, turned into letters of warning, and then changed into a veritable flood of written insults. The relations then deteriorated into war.

The third and final method is to present claims to the crown of a certain country, which may worsen relations all the way down to outright war. It was not unusual to lay claims to the crown of other countries, but to do this openly was a mortal insult, as it implied that the sitting monarch was a usurper. A historical example is the claims of the Polish Vasa kings to the Swedish crown for a number of years. The Danes also had claims to the Swedish crown, and certain English monarchs had claims to the French crown. Both Spanish and French monarchs had claims to the crown of Naples.

It is important to remember that changes of relations are not static, but continually depend on the diplomatic talent of your monarch. If your monarch is undiplomatic, basically an incompetent in the area, even a gift of state may cause a worsening of relations. You don't give large gilded crosses to the sultan of Istanbul without punishment, you know. The state religion of your country, and its level of tolerance toward other religions also affect your relations. If Sweden has a very low tolerance toward Sunni Moslems, the relations between the Ottoman Empire will deteriorate over time.

There are some other diplomatic actions requiring diplomats. These will be explained in greater detail later on, but we will mention them here anyway. Diplomats are required if you wish to make a declaration of war or make offers of peace. Diplomats are also required if you want to trade information about discoveries with other countries, basically to get access to the maps of the other country. Finally, you must send a diplomat if you want to offer to lend money to another country.

Royal Marriages

The royal marriage was intended to unite two dynasties and thus two countries to each other. When such marriages were made the relations between the countries improved. In order to arrange a royal marriage both parties must be of the same religion. There is one exception. Orthodox Christian royalty could marry into

any other Christian faith. The marriages were also the basis for further diplomatic relations, for example alliances and vassalage, after which an eventual political annexation was possible. Also note that the royal marriage could have a defensive purpose, as the risk of war between countries sharing royal blood is lowered. In the game this is represented by a further lowering of stability by one step if anybody declares war on a country with which it has ties of marriage. For example, you could imagine a royal marriage between Sweden and Russia as a precaution when preparing for a war with Denmark, in order to avoid the risk of a two front war. Finally it should be noted that you may annul any royal marriages your country is involved in, but it will lower stability by one step as an effect of the political turnaround, and the fact that your monarch is breaking what the population views as divine order—the holy matrimony.

Please note that the term "royal marriage" is not to be interpreted literally, as even a marriage between the republics of Venice and the United States is defined as a royal marriage. The important thing to remember is the important political bindings such an "official marriage of state" entailed in the anarchic world of nations. They were the most important proofs of friendship between countries you could give. Even non-monarchies like the Papal State, Venice, and the United States married off the protégés of important and powerful men in order to strengthen and protect the interests of their countries.

Alliances

During the period alliances between countries were as important then as now when it came to keeping the peace and being fortunate in war. To be a member of an alliance was a good thing both as a deterrent and as protection during war. The system of alliances of the period was a sort of self-help. A number of countries swore to defend each other's independence on the principle of "one for all, all for one." Anyone attacking a member of an alliance was risking war with all of the other members of the al-

liance. You should also remember that the "alliances" described here were a kind of ideal. In reality monarchs and governments with a strongly developed self-interest ruled the countries. It was not at all certain that every one in the alliance should honor their pledges.

In the game you may enter into already existing alliances, accept requests of entering alliances, or create new alliances by suggesting the idea to another country of your choice. All this is handled using the diplomacy window. In order for your country to be able to do anything at all, you need to have good relations with the country in question, or with the leader of the alliance you want to join. Each alliance has a leader. Traditionally this was the strongest member of the alliance, but it could also be a rather small country. The Papal State and the Republic of Venice are both examples of small nations that often act as leaders of various alliances. In the game the leader is always the country that created the alliance. The advantage of being the leader is that only the leader may invite new members, and is also the only one who may force members of the alliance to leave. The leaders of two alliances may also enter a peace treaty with each other above the heads of the other members, which means that these two countries set the rules that the rest must obey. This is something that Sweden suffered after the war of 1674–1679, when France at the peace negotiations of Fontainebleau settled the peace between Sweden and its enemies and at the same time did not allow the Swedish envoys to even enter the chambers where the discussions were held. The disadvantage is that you, as the leader, may never leave the alliance yourself, but have to wait until it expires. This is not the case if you are not the leader.

Alliances are perishables. If the members do not regularly repeat their solemn promises of coming to each other's rescue the alliance loses its relevance and expires at a set date. The running time is normally 10 years from the date of the latest peace treaty of the alliance. Note that there can be differences if various members make separate peace treaties or choose to wage

their own wars, without requesting the active support of the other members. If one member of an alliance (Hungary) is attacked by another country (the Ottoman Empire), all of the other members of the alliance (Venice and Persia) are asked if they want to declare war on the attacker (the Ottoman Empire). There are two natural choices in this case, and the other two members will make the different choices. In our example Venice chooses not to honor the alliance, and will not declare war. Venice's stability is lowered by one step because of its distasteful act of cowardice. Venice may also be forced to leave the alliance if relations with Hungary drop sufficiently. Persia chooses to honor the alliance and declares war with the Ottoman Empire. This may be done without loss of stability. Persia is now at war with the Ottoman Empire in conjunction with Hungary. The leader of the alliance, either Hungary or Persia, may also end the war with the Ottoman Empire without consulting the other member.

The art of upholding a good alliance, where all members actually honor the alliance, is directly related to maintaining good relations between the member states. If you are not successful the alliance will dissolve sooner or later. Military annexation of countries during peace treaties is a sure way of destroying even the strongest of alliances. A factor of some importance is the fact that you receive a temporary *Casus Belli* toward each country not honoring an alliance if your country is attacked. The temporary *Casus Belli* is only good for six months. Two alliances could not be joined in order to form a single alliance. The diplomatic system during the period was not flexible enough to handle this. There were actually reasons why two alliances should keep away from each other, because sometimes the hatred between members of two different alliances could be enough to prevent it, and at other times the problem was simply the case of the general unpredictability of even the biggest and strongest of nations.

Vassalage

The purpose of vassalage changes with time in the game. Originally the "vassal" emerged during the Middle Ages as a subordinate prince, who was obliged to provide his lord with a number of knights for the defense of the entire kingdom. As compensation the vassal could keep most of the income from his territory, but was also required to uphold law and order in his territory, which was a profitable line of business. At the end of the middle ages, which is the earliest phase of the game (1492-1520), the political systems of Western Europe developed away from feudalism and toward more centralized states, when the kings started to create the professional embryos of the state bureaucracies. This development also led to a lessening of the importance of having vassals throughout the country. Instead the vassal became countries heavily dependent on the monarch of the country on which it was dependent. If you were to translate this concept of vassals into modern times, you could compare the political position of some of the small Central American states in relation to the United States during the 1950s and the 1960s. A Swedish historical example would be the subordination of Estonia under the Swedish crown during the reign of Erik XIV. The Estonian knighthood submitted to the Swedish crown under certain conditions, which may be defined as vassalage. At a later stage the province was simply drawn into the kingdom of Sweden to be more or less annexed.

Vassalage may be the result of your country arranging a royal marriage with another country. If the relations between the two countries are at 190+, they are both sharing the same state religion; your country may offer the other country the status of vassal. If the country accepts, you may freely use the provinces of that country for movement purposes, and you also receive a part of the yearly income of the country. It may not enter into any royal marriages with any other countries and will be on your side if war breaks out. This also applies to the vassals of other countries, so if you declare war

on a vassal, you risk getting the "main country" coming after you.

If you start a scenario as a vassal, or if for some impossible reason you have accepted to become a vassal of another country, your only possibility to get rid of your status as a vassal is to declare war on your lord. This will of course result in a massive loss of stability. The same thing is true if you have a vassal and want to get rid of the vassal in order to declare war on that country. The reason for such an event could be because your relations have deteriorated so much that your vassal has started to send tenders of alliance to the archenemies of your country. Note also that your vassal may end the dependence and declare war on you if your relations deteriorate too much (it has this opportunity already at 120+). Countries available as player nations in the scenario may not be vassalized. Note that only vassals may be annexed politically.

Annexation

Political annexations were not as common during the period as military annexations, but did occur now and then. For example the union of Scotland with England, and the union of Bohemia and Hungary with Austria may be seen as political annexations. The political annexation of a country means that a formerly independent country becomes part of your own. Its provinces become your provinces, and your laws, your state religion, and your decisions are to be followed, exactly as in your own country, or more correctly, the provinces become a dissoluble part of your country. Political annexations are the epitome of diplomatic ability and effort. This is where the border between war and peace disappears, and diplomacy fulfills the same goals as war.

You may only offer annexations to countries that are your vassals, and only if your relations are extremely good (190+). If your vassal accepts, the provinces of the vassal are turned over to you and will behave just like your own provinces. You also control all of the fleets and army units of your former vassal. It is a good idea to gather everything directly after the an-

nexation, so you don't forget any of the units, which will then needlessly suffer attrition (see Attrition). Your country will also receive a bonus when researching various areas of technology, if the annexed country had any levels that were higher than your own. Your country will also receive a stability bonus if the annexed country had a higher stability at the moment of annexation. If the vassal had any loans at the moment, these are written off (your country is not liable). Finally your country will receive all of the maps of the annexed country, which means that your country now will "see" everything that the former vassal could see.

As an explanation you could say that "the offer of annexation" is given to certain select powerful citizens of the country, such as the nobility or the church leaders, as the vassal himself probably would not like to lose his power, regardless of the size of it.

Refusal to Trade

To politically close a center of trade for the merchants of certain countries was not an unusual occurrence during the time period. After the Dutch struggle for liberation, when the United Provinces were created, a temporary peace treaty was signed with Spain. This peace did not last very long, as the Dutch had closed the waterways to Antwerp, thus monopolizing trade in the whole area. This was of course unacceptable to the Spanish king. Also mercantilism contributed to a monopolistic attitude with political overtones. The English Act of Navigation of 1651 and the French acts under the supervision of Colbert were de facto a refusal to trade. Sweden issued its own navigation act during the 1720s, but with poor results.

Using diplomatic means you may prevent another country from trading at your centers of trade. If you subject a country to a trade embargo, this country may not send any more merchants to the trade centers in any of your provinces. The merchants already present are "frozen," no longer providing any income to their country. You can now put them out of

business by sending in additional merchants of your own. Trade embargo was a common practice during the time period. Monopolizing trade centers meant considerable income, and the use of this political weapon was a very effective way of creating or maintaining monopolies, especially if the country concerned had more effective merchants. Note that refusal to trade involves some adverse effects. The country you are putting into quarantine has a Casus Belli toward your country as long as the refusal to trade is in effect. If you chose to allow trade again, the Casus Belli against your country disappears. Also note that a trade embargo will adversely affect research in trading technology, meaning that your country receives a negative bonus (-1) for each country it subjects to a refusal to trade.

Also remember that your country may be subjected to the same trade embargo if your merchants start to act aggressively in any other center of trading, especially if they are starting to put the owner of the center out of business.

War Affects Your Relations

War will of course affect your relations. Declarations of war will catastrophically lower the level of your relations toward the one you have declared war upon, and to the allies of that country to a lesser degree, even if the allies choose not to honor the alliance. Relations with any country that has a better relationship to your enemy than you have will be lowered. This will also apply to all countries tied to your enemy by royal marriage. The deteriorating effects of the declaration of war will lessen if you have ties through royal marriage to affected countries.

The result of the war – the peace treaty – may also affect your relations. Military annexations will result in catastrophic worsening of relations with every country that knows about you. Only your allies are not affected this way. If you receive provinces as part of a peace treaty your loss of respect (the lowering of your relations) are not quite as damaging, although you are now seen as dangerous and threatening. Re-

member that it is quite easy for relations with your surroundings to deteriorate. This may turn you into a hated pariah, but it takes a long time and large sums of money to repair and rebuild your relations.

The relations of your country also affect you in war. Countries that hate your country will feel much less uncomfortable when attacking your country, even stabbing you in the back. Any country ceaselessly attacking other countries, annexing countries left and right, will easily become prey to one or more alliances that want to put it in its place.

Tolerance Affecting Your Relations

We have already mentioned that your tolerance toward the various religions is affecting your relations. Historically countries saw themselves as the protectors of every inhabitant in the world sharing the same religion (or at least as many as possible). For example, Russia considered itself to be the protector of all Orthodox Christians, just like Spain during the 16th and 17th centuries considered itself to be the protector of every Catholic.

The level of tolerance is a value between 0 and 10, but only the really extreme values will affect your relations. Normal tolerance, or a tolerance of 5, will not make any difference. A high level of tolerance (6–10) will increase the annual improvement of your relations in relation to your level of tolerance. A tolerance of 10 will result in a higher increase than a tolerance of 6. The opposite is of course true for low levels of tolerance.

This phenomena means that your country may have problems later in the game when trying to maintain good relations with countries of other state religions than your own. If your monarch and your government have a low level of tolerance toward a religious minority, it could happen that a country with that same state religion may declare war on your country in order to protect the "religious rights" of the minority.

The Holy Roman Empire

During the period the Holy Roman Empire was not a single nation, like Sweden or England, but rather a supranational organism. During the Middle Ages it was supposed to be a country, a vast Christian Roman empire. It had its origins in the efforts of Charles the Great to reestablish the Roman Empire. The efforts failed when his sons and grandsons divided the realm and started to fight over it. At the end of the Middle Ages the Empire had been quite decentralized, reducing the emperor's power. The Empire consisted of a number of independent states, with more or less their own foreign policies. Some of these states were called electors and elected the emperor at certain times. In the game the Holy Roman Empire consists of all of the independent states within its borders, except for the Italian countries, Switzerland and the Netherlands. The Hapsburg dynasty ruling Austria and Bohemia had at this time been able to make the crown go from father to son within the dynasty, but the office of emperor still had to be appointed by election, and this remained.

The office of emperor of the Holy Roman Empire had certain advantages. The emperor may freely move all of his troops throughout all of the provinces of the entire empire if he is at war. He also has an easier time improving his relations to all of the countries within the empire. Note that your own state religion must be Catholicism or Counter Reformed Catholicism if your monarch is to be eligible. The relations to all of the electors are very important if you want to be elected emperor. You gain 50 victory points if you are elected emperor.

Note that conquered and annexed electors no longer count as electors, and neither may the conqueror "assume" the office of elector. There is one special case. If a province of the Holy Roman Empire is somehow given up to a Moslem country through peace treaties or annexation, the province is no longer part of the Holy Roman Empire, as the Turkish sultan may never hold a fief under a Christian emperor, regardless of the size of the land.

War and Peace

Casus Belli and Declarations of War

Casus Belli has been mentioned earlier, but has not been fully explained. Casus Belli is Latin and roughly means "lawful cause of war." If your country has a lawful reason to declare war on another country, it will not affect any third parties negatively, third parties being your own population and any other countries. Normally your stability is lowered by two steps if you lack a proper Casus Belli. If you have a Casus Belli, you do not lose any stability at all.

How do you receive a Casus Belli against another country? Firstly, there is permanent Casus Belli at the start of each scenario, because of ancient enmity between countries. The permanent Casus Belli are in effect throughout the scenario. Secondly, each country may receive temporary Casus Belli. If your country loses any of its core provinces during war you receive a Casus Belli, which is in effect until you have regained your province. If a country does not honor an alliance when you are attacked, you receive a limited Casus Belli against the country or countries that chose not to honor the alliance (6 months). If a country refuses to repay a loan to another country, this country receives a limited Casus Belli (of 12 months duration). Any country receives a Casus Belli against countries that refuse to trade. The Casus Belli is in effect until trade resumes.

You may make declarations of war whenever you wish, but with two exceptions. Firstly, your country must have a diplomat available in order to declare war, and secondly, you may not declare war if the stability of your country is at the lowest possible level (-3). Your monarch and your government have enough on their minds keeping the country in one piece to worry about anything other than the unrest at home.

A country must declare war on another country in order to move its army units into that country. There are exceptions to this rule (see The Holy Roman Empire, The Treaty of Tordesilla, and Vassalage).

A declaration of war almost always will result in loss of stability. The loss may have a number of reasons (see Stability). After the declaration of war your country is at war until a peace treaty has been signed between your country and the country or countries with which you are at war. Being at war affects a number of things in the game and your route toward victory. Let's take a closer look.

Advantages and Disadvantages of War

We should start by stating that if you want to win the game you must collect the greatest number of victory points. Victory points are distributed throughout the game. For example you receive victory points for having the largest number of army units and fleets, by having a high level of stability, by conquering provinces, by winning pitched battles and naval battles, by taking fortifications through sieges, by winning wars (getting stars when peace rolls around), and by actually keeping the peace. You lose victory points by losing wars (having tombstones when the peace treaty is to be signed), by losing provinces, pitched battles and naval battles, by losing fortifications through sieges, by losing historic commanders in battle, by breaking peace treaties, by declaring war, and finally when you suffer rebellions in your own country.

It is quite easy to see that war means a high risk of losing victory points, even though war may bring you victory points. If you win the war you gain many points, and if you lose the war you lose many points. Note also that this also applies to your opponent. If we take Sweden as an example, you could say that Russia passed Sweden in victory points at the peace of Nystad in 1721, where Russia gained the same number of points that Sweden lost. All losses of victory points are directly due to declarations of war. If a declaration of war lowers your stability, which it usually does, you will also receive a lower annual and monthly income. Your monthly investment in technology depends on your income, which lowers the speed of technological development. The country

leading in technological development receives a number of victory points as time passes. In this case it will be a country other than yours. You also receive victory points if you have merchants present at the international centers of trading, and your ability to send merchants is limited in proportion to your loss of income. We want to stress that war is not a profitable adventure unless you can wage war without a loss of too much stability, and you should go to war only if you think you are able to win.

Now you are hopefully deterred from declaring and fighting wars without care or plan. War can also be a very good prospect for your country. War is actually one of the best ways of expanding your country with new provinces, and by winning wars you may increase your income from your provinces. The higher income may now be invested in new technology, which may enable your country to defend itself at a later stage in the game. It is important to think strategically, especially when playing the long scenario from 1492 to 1792. If other countries are expanding territorially when your country is not, they are becoming relatively stronger at your expense. Later on it may become fatal, especially if they have a higher income, better military technology, and a better manpower. You risk your independence as a nation.

The relative effects of any shift of power should not be underestimated. Let's try an example. Sweden (annual income: 100 ducats) goes to war with Russia (annual income: 100 ducats). Sweden wins the war and receives Carelia, Onega, and Novgorod, which in our example are worth a total of 25 ducats annually. The total effect of the war is that Sweden receives an annual income of 125 ducats, and the annual income of Russia drops to 75 ducats. This shifting of power may change the entire game. Make sure you also keep track of all of the more distant countries, or else you may find that they are undefeatable.

In order to lower the impact of the negative consequences of war you may enter into an alliance where at least one of the member states hates the country against which you would like

to declare war. Chances are fairly high that your brother in the alliance will declare war sooner or later, and when this happens you may honor the alliance without loss of stability. You may also try to surround your enemy through alliances with all of his neighbors. If war breaks out, at least you have minimized your risks of losing the war.

Side Effects of War

One of the first things you must consider is the duration of the war. The longer a war lasts, the greater fatigue you suffer, and consequently the risk of rebellion in your provinces increases. If your country has a number of religious minorities a long war may be fatal. Your effort at improving your stability is a much slower affair if you are at war, compared with a period of peace.

The recovery after a war is also a difficult time. You may have to invest in stability for many years. This is when you should be investing in new technology instead, the very thing your enemies are certainly busy doing. After a long war there is a particularly great risk of having lagged behind in technology, which may mean that you will loose the next war, even if you won the last one. Your foreign relations may also be ruined, especially if you have won a war and have annexed another country. Also remember that your country may be ruinously devastated after the war, with a number of provinces plundered, and many of your trading posts may also have burned.

A very unpleasant side effect of war is the risk of other countries getting into the game. If you are really doing badly in a war, there is a risk of getting declarations of war from countries where your relations are really bad, as they may think that your country is about to collapse.

Manpower and the Limitations of Your Provinces

Each country has a manpower base, limiting the possibility of recruiting army units. When you recruit army units you will see how your manpower base is lowered. Each unit of 1000 infantry, 1000 cavalry or 10 pieces of artillery

lowers your manpower base 1 step. There are always a limited number of available young able-bodied men, and there is always a permanent demand for strong men and women if you want your farming to be handled properly in each village. This all means that there is a limit to how many soldiers you may recruit. Each province has a recruitment value, showing how much it contributes to the armed forces of your country. The manpower base is computed as an annual sum, which is increasing as time passes. If your country has conquered new provinces or developed colonies into towns, your annual manpower base may increase. It will also increase as time passes because of a general population growth. Your manpower base may also drop if you lose provinces or suffer losses of population for any other reasons. Building ships for your fleets is not affected by your manpower base, as there was a relatively small demand of manpower, compared with the needs of the army units.

There is also a local limitation, or recruitment capacity when applied to the recruitment of army units or fleets. You recruit your army units in your provinces, which means that the level of development of each province limits each separate recruitment attempt. By appointing officials, upgrading fortifications, and building factories, you improve the recruitment capacity of each province. Note that the population level is the most important factor defining recruitment capacity. If you are raising an army unit or building a fleet in a province, you may not start recruiting a new unit or build a new fleet until the work in progress has been finished.

If your country has reached a sufficiently high level of military or naval technology, you may increase the recruitment or building capacity by constructing conscription centers (military tech level 31) and naval shipyards (naval tech level 16). The conscription center is shown as a small military tent, and represents a number of administrative and economic functions in your province, making it easier to establish larger army units. The effect is a tenfold

increase in the recruitment capacity of your province, and improved maintenance ability for any army unit in the province (see Maintenance, and Attrition). The province's contribution to the recruitment capacity of your country is also greatly increased. The naval shipyard will change the port symbol of your province, making it larger and colored in gold. The naval shipyard is simply an improved shipyard, with the capacity of building all ship types at a much higher speed, a sort of "assembly line" production of the times. The naval shipyard increases the building capacity of your province tenfold. The first naval shipyard you build also provides one extra colonist each year.

Pillaged Provinces

Army units often lived off the land of whatever province they occupied. This means that they arbitrarily "requisitioned" whatever they needed. These necessities and moneys were of course taken from the inhabitants of the province. It is therefore quite understandable that provinces where enemy army units have passed through do not contribute as much to the state treasury.

In the game this means that provinces where the enemy or rebels have gone through may have been pillaged. You will see that a province has been plundered by the fires around the town or colony of the province. The pillaging does not provide any income to the pillager, but there will be negative consequences for the owner of the province. The pillaged province does not contribute to the income of the country, and the population growth of the province is decreasing, which will affect your total income in the long run. A pillaged province will recover after a while, usually 12 months, and then the town or colony will stop "burning."

War Taxes

War was associated with standing armies and armed fleets during long periods. Moving troops through the kingdom or making the fleets seaworthy almost always required good coin. The money covered running expenses for

supplies and ammunition. Money was also needed to strengthen already recruited army units. Attrition because of friction was as high then as now, although it was caused by other reasons then.

War taxes are a generic name for a number of smaller taxes that were justified because of the country being at war. The populations were rarely very fond of all of these special taxes, war contributions, war taxes, or lack of compensations for the activities of the state.

When choosing war taxes as an option, you will get a 100 percent increase in income from each of your provinces during 6 months. The price to pay is a loss of stability of one step. You should really consider if this extra income is greater than the cost of regaining your stability. If not, you should really save this measure for any really desperate situations.

The Goal of War

We are used to looking at war in the rearview mirror and with a focus on the 20th century – the Age of Total War. During the epoch of the game the scope and goals of war were not total and all encompassing. This was an era when ideas like Honor, Fame, and Status were more important than Freedom, Justice, Equality, and Brotherhood. There was also a sort of fluid boundary between the war of the Prince and the war of the Nation, which of course influenced the overall goals. One of the reasons for the Swedish declaration of war against Prussia at the outbreak of the War of Pomerania in 1757 was that the Party of the Hats of the Swedish Parliament wanted to insult the Swedish queen, who was the sister of Frederick II of Prussia. This will serve as an example of a somewhat different way of thinking as compared with what we are used to. The goals were often more modest than today. Taking too much was always punished. Both Philip II of Spain and Louis XIV of France met heavy resistance from strong coalitions when their lust for power was perceived as a threat, but also Gustavus II Adolphus of Sweden and Maximilian of Austria ran into these "European scales of

balance." When making an offer of peace your country may receive or lose a maximum of three provinces. The exception is when you control all of the provinces of a (non-player) country, where you may offer annexation, and thus win the entire country.

In a game like this, of course each player must formulate his or her goals. There are a few things that must be pointed out. It is important that you plan your wars. Continually ask what you want to gain through the war, and always consider your actions. Sometimes your goals may be as clear as water, for example you want to take just that province, presenting a very clear approach. There may be greater problems, though, especially if you have a large country with the ambition of rubbing elbows with the great powers of the world. What would happen if your neighbors realize that one of their greatest competitors has grown very powerful and seems to be increasing even more in power? In this case it may be necessary to form alliances and start a war against that power – which may be a war they don't always expect to win. In this case your goal may be to keep your enemies continually occupied by wars with other countries, thereby breaking apart in rebellion because the fatigue of war has become too great.

In order to win your wars you only need to do two things, although they are admittedly quite difficult. You need to prevent your enemies from taking your provinces, and you need to take the provinces of your enemies. You may only demand provinces that you are actually controlling at the time of the peace talks, and your enemy will be more than willing to accept your terms if you are also controlling the capital of the enemy.

Peace Treaties and War Damages

A peace treaty may be reached in three different ways. Either you accept the offer of peace coming from your enemy, or you make an offer of peace, or there will be an automatic status quo peace between you and your enemy. Note that the third alternative will occur automati-

cally only between two countries at war with each other, when there have not been any hostile actions during the past 36 months, and if neither of the parties are in control of any provinces belonging to the enemy. Let's look more closely at the details. If you are offered peace you may only accept or decline. You may not renegotiate. You may decline and then follow up with another offer to your enemy. If you want to offer peace you open the diplomacy window, choosing "Peace offer," whereby another window opens. The first thing you see is the number of "stars" or "tombstones" the war has given your country so far, and a verbal assessment of the actual meaning of all these stars and tombstones.

Essentially, the more stars you have, the more you may demand, and the more tombstones you have, the more you must give up in order to get your peace. Each star/tombstone represents a tribute of 250 ducats, which you may either demand or pay. Two stars/ducats represent one province, which you may demand or cede. Note that you may never demand or pay more than the number of stars or tombstones, as they are directly related to the fortunes of war so far. Also note that no more than three provinces may change ownership through the same peace treaty. You may also only demand provinces you already control, and you may only cede provinces controlled by the enemy.

What actions result in stars? You receive stars for controlling enemy provinces, by winning pitched battles and naval battles, and for controlling the capital of the enemy. Will your enemy accept your offer? It all depends on how well the offer conforms to the fortunes of the war, and if you are generous or not.

Let's take an example. Sweden and Russia are at war, and Sweden has been fortunate, and is now offering peace. Sweden has four stars. If Sweden chooses to demand 2 provinces ($2+2=4$ stars) there is a risk that Russia will not accept the offer. If Sweden demands one province and 250 ducats ($2+1=3$ of 4 stars) the chance of peace is greater, and if Sweden would

demand only one province (2 out of 4 stars) it is very likely that Russia will accept.

Also note that you may never demand the province where your enemy's capital is located, or cede the province of your own capital. There is one special case, which has been mentioned before, and that is "military annexation." If you control all of the provinces of the enemy, with its cities, when you offer peace you will receive all of its provinces (including colonies and trading posts). The enemy country then ceases to exist. There are two things of note in this case. The first is that you make an "offer" of annexation, which means that you make an offer to the political elite of that country to become part of the political elite of your own country; these powerful men may actually decline the offer. The second is that countries that started the scenario as player countries may never be annexed, for example if you play the "The Grand Campaign of 1492–1792" as Spain, you may annex any country except France, England, Portugal, Sweden, Poland-Lithuania, Russia, and the Ottoman Empire. Don't forget that military annexations always will worsen your foreign relations enormously. When you have annexed a country you will also control all of its army units and fleets. A useful line of action is to gather all of these immediately after annexation, so you don't "forget" any of them, which would make them suffer attrition (see Attrition).

When your country has accepted an offer of peace, or when your enemy has accepted your offer of peace, or when an automatic peace is settled, your country and your enemy now have a peace treaty. A peace treaty also means that if either of you declares war on the other, the one breaking the peace treaty within 5 years after signing it will suffer a terrible fate. Breaking a peace treaty results in a massive loss of stability—a total of five steps (–5).

If your country is involved in an "alliance war," involving one or several alliances, there are two possibilities regarding peace offers. If your country is at war with an entire alliance, you may make an offer of peace to the leader of

the alliance, and thus get a binding peace treaty with all of the members of the enemy alliance, or you may sign separate peace treaties with individual members of the enemy alliance. There are many instances when using this option is an excellent alternative. With a separate peace the game only involves counting the stars and tombstones that apply to your country and your single enemy to whom you are offering peace, while all of the stars and tombstones involved in the war are counted when you are dealing with the leader of the alliance. Here is an example of when you should offer a separate peace during a war against an alliance. The Ottoman Empire is at war with the "Small Alliance," consisting of Hungary (the leader), Venice and Bohemia. The Ottoman Empire has won a few battles against Venice and controls three Venetian provinces. Hungary, on the other hand, has taken two Ottoman provinces and has won two battles. Bohemia has won a single battle against the Ottoman Empire. The Ottoman Empire starts by offering Venice a separate peace. Here the Ottoman Empire has 5 stars, and demands and receives two provinces. Venice is out of the game. Then the Ottoman Empire makes an offer to Bohemia. The Ottoman Empire has one tombstone, but is hoping for a peace of status quo, and succeeds. Bohemia is out of the game, and only Hungary remains. The Ottoman Janitchars are turning toward Hungary. Even a peace with only the leader of the alliance may be quite effective. Sweden is at war with Russia (the leader), Poland-Lithuania and Denmark. The war is going badly for Sweden, as all three members of the alliance control three Swedish provinces each. Sweden makes an offer to Russia, offering 1 province and 1000 ducats, representing 6 tombstones. Russia accepts and neither Denmark nor Poland-Lithuania receives any provinces. In this case Sweden gets off the hook in relatively cheaply, only losing some money and a single province.

Movement and Battle

Battles and movement are the tactical compo-

nents of warfare. During the period, battle and movement could often be decisive for the outcome of a war. A single pitched battle or a naval battle could save the existence and independence of an entire country. If the Spanish Armada had not foundered in 1588, England probably would have become a vassal state of Spain, just like Portugal. If the Ottoman Empire had won outside of Vienna in 1683 Europe, as we know it, most likely would not have existed. Another immensely important factor was how efficiently a military unit could be moved. Poland-Lithuania defended their giant commonwealth by dashing about with their incredibly mobile armies: one moment to the coast of the Black Sea; the next to the Baltic; the next to the Ukraine, winning battles in the meantime.

You may move two kinds of military units in the game: army units and fleets. There are three kinds of battle: Pitched Battles, Sieges, and Naval Battles. All of this will be thoroughly covered in this chapter.

Army Units

As has already been mentioned, there are three branches of the army that may be included in the army unit: infantry, cavalry and artillery. The infantry was the basic army unit and the cheapest one to recruit, and was also easier to train. The infantry, together with the artillery, served as a garrison for a fortification. In a field army, the infantry was slower than the cavalry but faster than the artillery. The cavalry was less economical and took longer to train; however it was the fastest unit, extremely maneuverable, and could have an enormous shock effect in the heat of battle. On the other hand it was less serviceable in a siege. It is also worth noting that the cavalry, as the successor of the knight, was the "army branch of the nobility," a status it was to hold until a long time after the period covered by this game.

At the end of the 15th century, artillery was chiefly used in sieges. Cannons were usually very heavy and immobile and seldom of much use in a pitched battle. The basis of the field

army was the infantry, which often lacked the firepower to make it the decisive factor in a battle. The cavalry was the principal actor of the battleground and lacked all firepower, but made up for this by its strong shock effect with the ability of quickly shattering the morale of the enemy, if it was employed efficiently. In the late 16th and early 17th century, the emphasis was shifted from shock effect to firepower in the armies of Europe. The infantry became the equal of the cavalry, although the two forces served different purposes during a battle. The artillery had become lighter, and thereby more mobile, and was also beginning to be utilized as relief for the infantry in battles. During the 18th century, another shift in focus of battle efficiency took place. Drill and discipline had been established in the European armies, thereby making it possible for the infantry firepower to be utilized more efficiently. Infantry became more important on the field of battle than cavalry, even though the cavalry still played a very important operational role, being the most efficient branch for reconnaissance purposes during the period. In addition, the cavalry was still the only fast, long-range branch of the army, which made it indispensable in deep-going wars such as those in Russia, Poland, and the Middle East. The efficiency of the artillery had increased, and it was organized in batteries with a direct fire effect against infantry on the battlefield. Efficiently utilized artillery could be the decisive factor of a battle, simply because the heavy artillery fire could shatter morale in a wing or even a flank, an advantage that was then used by sending a cavalry shock against the shaken, retiring infantrymen.

The time it takes to recruit a unit varies between the different branches, partly because the time it takes to train an efficient army unit varies, partly because the setup of the unit demanded several kinds of specialized equipment. To simplify, we can say that artillery units take the longest to recruit, followed by the cavalry, and then the infantry.

The cost of recruitment depends upon a

number of factors. Firstly, different kinds of troops always cost differently. Artillery is the most expensive, followed by cavalry, and infantry is the cheapest. Secondly, the cost is dependent on which country is recruiting the troops. Different countries had different traditions when it came to choosing army branches and the composition of army units. Some countries, for instance, chose quality above quantity. Thirdly, the cost will vary depending on which level of military technology your country possesses. In general, troops get more expensive the higher your military technology level is, since a higher level of technology means costlier training and more expensive equipment. Infantry and cavalry are recruited in units of 1000 men and artillery in units of 10 pieces.

The maintenance of your army units is paid monthly. By accessing your country's Financial Summary you'll be able to see how large the sum is compared with your other expenses. You may change the maintenance payments of your country by accessing the army information window, where you may choose what percent of the maintenance you wish to pay. The payment must be at least 50% of the actual costs. The size of the maintenance is also based on the size of your troops; if you have 20,000 men you'll have to pay twice as much as if you'd had 10,000 men. You may disband army units to reduce the cost of maintenance. Note that your morale will be adversely affected if you pay less than 100% maintenance.

Fleets

As has already been mentioned, a fleet may include three kinds of vessels: warships, transports, and galleys. Warships are oceangoing, heavily armed vessels, representing a number of different sizes and designs. Your level of naval technology is the determining factor. Galleys also represent different sizes, levels of armament and designs, but they differ from warship in that they are less seaworthy on the open sea, and their strength relative to the warship diminishes over time. Their advantage lies

in being cheaper to build. Transports are a jumble of different designs, differentiated, like the other types of vessels, by your naval technology level.

Building times vary between the different types of vessels, due to their different levels of advancement. Generally, the higher the level of naval technology a country possesses, the longer it will take to build a vessel. One rule of thumb is that warships take the longest to build, followed by transports, and then galleys.

The cost of building a vessel depends upon a number of factors. Firstly, different kinds of vessels always vary in cost. Warships are the most expensive, followed by transports, and galleys are the cheapest. Secondly, the cost is dependent on which country builds the vessels. Different countries had different naval traditions about the composition of fleets. Some countries, for instance, chose quality above quantity. Note that galleys can only be built in coastal provinces along the Baltic Sea, the Mediterranean, the Black Sea, the Red Sea, and the Gulf of Persia, which means that countries by these seas will have naval traditions including the employment of galley fleets. Thirdly, the cost will vary depending on the level of naval technology your country possesses. In general, vessels become more expensive the higher your naval technology level is, since a higher level of technology entails more expensive training and equipment. All vessels are built in units of one ship, although certain coastal provinces can build more than one at a time.

The maintenance of your fleets is paid monthly. By accessing your country's Financial Summary you can see how large the sum is compared with your other expenses. You may change the maintenance payments of your country by accessing the naval information window, where you may choose what percent of the maintenance you wish to pay. The payment must be at least 50% of the actual costs. The size of the maintenance is also based on the size of your fleets; if you have 72 vessels you'll have to pay twice as much as if you'd had

36 vessels. You may disband fleets to reduce the cost of maintenance. Note that your morale will be adversely affected if you pay less than 100% maintenance.

Commanders and Specialists

A commander leads each army unit or fleet. Commanders have a very large impact on battles (see Pitched Battles and Naval Battles), transportation, and attrition. Commanders are historical or general. The former are well-known generals and admirals who worked during the period and who are regarded as particularly interesting, either because of their skills or their imperfections in battle. The latter come from a "national pool" and have names from history, but none of them were distinguished enough to become historically important. They are something of a cheaper article, but they still mirror the state of training and skill of the country's body of officers.

An army unit or a fleet may have more than one commander, but only one of them will command the unit; this will be the highest-ranking commander, who is also the only one who will add anything to the battle. Note that you may split a unit if you want to take advantage of more than one good commander.

Commanders may die in battles or through random events. A monarch, for instance Gustavus II Adolphus, may be a commander, which means that if the monarch dies in a battle, the heir to the throne or regency will succeed him. If a commander dies in a battle, the second-highest ranking commander will automatically assume command of the army unit or fleet. If the unit or fleet only had one historical commander, a general commander will immediately assume command.

All commanders are assigned a value in each of the skills of Movement, Firing, Shock Effect/Boarding, and Siege. Note that each commander is either an army or a navy commander. General commanders always have the same values, depending on their country of origin. Their values may never exceed 6 or go below 0. Historical commanders have unique val-

ues that may be much more varied, i.e. be higher than 6 or lower than 0.

There are also two kinds of specialists: Conquistadors and Explorers. They function like commanders, but also possess some special functions.

Conquistadors lead army units and receive a special bonus for exploring new provinces. They also receive a special bonus when battling natives, and a very high capacity for maintenance (i.e., small risk of attrition.)

Explorers lead fleets and have a special bonus for exploring new sea zones and bordering provinces. Like the Conquistadors, they have a very high capacity for maintenance (i.e., small risk of attrition.)

Movement Restrictions

When you order an army unit to move, i.e., give it marching orders, there is no limit to how far away from the province where the unit is stationed the destination may be. The unit will start moving toward the destination at the speed of its slowest army branch. If you, for instance, have a unit consisting of infantry, cavalry, and artillery, the whole unit will move as slowly as if it only consisted of artillery. If an enemy army unit should move into a province through which your unit is moving, the unit will stop immediately and a battle will take place. If your army unit should lose, it will retire. You cannot influence where it will retire, as the commander automatically will move into a neighboring province, giving preference to provinces that you control. If your army unit wins the battle, the enemy will retire while your unit stands still, and you must give it new marching orders. Thus, two army units from enemy armies may never stand still in the same province after a pitched battle, unlike units from allied countries.

In times of peace, you may move your army units both through your own provinces and those of your vassals. When you are at war, you may also move through the provinces of your allies. You can also move freely through unfortified and fortified enemy provinces, provided

that you detach a troop to watch the fortification. After detaching a troop, the main part of your unit may march on. To detach a troop for guard purposes, click on that button in the information window.

Each army unit is assigned a number of movement points each month, according to the following table:

Infantry	2
Cavalry	3
Artillery	1.5

Each time you move to a province it costs movement points as follows:

Open terrain	1
Woods	1.25
Mountains	1.75
Desert	1.25
Swamps	1.5
Rivers	1
Country border	0.5

Example: A cavalry unit (3 MP/month) is consequently able to move through three provinces of open terrain in one month; or through one desert and one mountain province in one month. A mixed army unit with all three army branches (1.5 MP/month) wanting to move into a swamp province on the other side of a river and a country border (1.5 + 1 + 0.5 = 3) will need two months to complete their movement.

Fleets are moved in the same way as army units, the only difference being that the sea zones through which the fleet moves don't belong to anybody. If you move into a zone where an enemy fleet is located, an attempt of naval interception will occur (see Naval Interception.) If neither your fleet nor the enemy fleet succeeds with the interception, you may keep moving. If either of you succeeds, a naval battle will take place and the one who successfully intercepted the other one will receive a bonus since he surprised the other one. Ports do not count as sea zones, and no interception or naval battle can take place against a fleet in

port. However, it may be blockaded if the level of naval technology is sufficiently advanced (see Naval Blockades and Ports.)

Each fleet is assigned a number of movement points according to the following table:

Naval technology level	Warships	Galleys	Transports
Carrack	6	4	6
Galleon	10	4	10
Lateen sail	10	4	10
Battery deck	10	4	10
Vaisseaux	12	4	12
Three-Decker	14	4	12

Each discovered sea zone costs one movement point.

Naval Supremacy and Interception

As has already been mentioned, you cannot control the ocean; you can only try to prevent the enemy from controlling the shipping lanes. Naval warfare was conducted in a fundamentally different way from the battle on land, and reaching what is sometimes known as domination of the seas was a lengthy process. We will attempt to explain this.

Firstly, it was important to defend coastlines and the strategic and important passages that must be used. Enemy fleets could not be allowed to cruise off a country's own coast, as this could mean a sudden landing with disastrous consequences; England lived under this threat for many years, mainly from Spain and France. Moreover, a country could have a narrow canalizing passage such as the English Channel, the control over which would give economic advantages and would minimize the risk of having part of the country cut off from the rest. To defend a coast from a nearby enemy fleet, it was necessary to go out to sea, find the enemy, and attack, and thus forcing him back to his own waters. This is where interception is important. Since the sea zones were so large, and a fleet could only control a small area physically, it was never certain that a naval bat-



tle would occur. Many times, two enemy fleets would keep sailing back and forth looking for each other for a long time without having a decisive battle.

When your fleet gets into the same sea zone as an enemy fleet, there is always a chance of a successful interception and an ensuing battle. What happens depends on what respective levels of naval technology the combatants possess, how skilled the commanders are in maneuvering their vessels and a considerable portion of luck. Luck in this context is all about how the wind blows. The one in the right quarter of the wind usually had the decisive advantage in the era of sailing ships. Note that fleets cruising outside their own coast receive a bonus when intercepting, and that interceptions in certain coastal provinces (Scania, Zealand, the Bosphorus, Gibraltar, and Tangiers) always succeed, due to the tactical advantages for the fleet controlling these constricted passages.

After having successfully chased an enemy fleet away to their own port, the defending fleet would then cruise outside the enemy coast

or try to blockade the enemy ports. When a majority of the enemy fleets were eradicated or in blockade, naval supremacy was achieved.

Naval Battles

A naval battle will occur when two or more enemy fleets receive orders to stop in the same sea zone, or when an attempted naval interception has succeeded.

The battle will consequently come about when two or more enemy fleets are in the same sea zone. You will see two battling sailing ships, symbolizing the two sides in the battle. Each ship will have a narrow rectangle. The color of the rectangle shows the level of morale and how it changes during the course of the battle. The length of the rectangle shows the size of the fleet compared with the enemy fleet, and how the relative size of the fleets change as they suffer losses in the battle. The battle is divided into a number of phases that will continue until one side loses the battle. Note that you can't influence what happens during the various phases; this is the duty of the fleet's commander.



The losing side is the one which first loses all its morale and thereby flees, i.e. retires (see Retreat) or who loses all its vessels in the battle. Note that both sides may choose to retire at any point during the battle. If you do, your fleet will hoist a white flag. If you win the battle, the enemy will retire and you may either move your fleet to another sea zone or, if you wish and possess the naval technology for it, begin a naval blockade; or simply cruise in the sea zone.

What determines the outcome of a naval battle? Firstly the odds, i.e., the relative difference in strength between the fleets, are immensely important. Secondly, the difference in naval technology levels is very important. Thirdly the commander is important, as his skill value in maneuvering, firing, and boarding will influence the phases of the battle. Fourthly the outcome of the battle is influenced by who has utilized the wind conditions most efficiently, for which your commander is responsible. You cannot influence this, but note that only one side will get the bonus for wind conditions.

The loser of a naval battle must retire from the sea zone. If the enemy originally tried to force himself out of a blockaded port, his fleet will retire to the same port, or else it will retire to the sea zone which is closest to one of the country's own or allied ports, and which does not contain an enemy fleet.

Naval Blockades and Ports

It has already been stated that certain provinces—coastal provinces—possess ports. You may send a fleet into one of your own ports (i.e., a port in your own country) at any time providing that you control the province where the port is located. You may also send your fleets into the ports of allied countries provided that the country in question controls the province where the port is, and that your country and the allied country together are at war with another country.

Why would you want to send your fleet into port? Firstly, a fleet in port may never be attacked by an enemy fleet, which means that it can be tactically sound to send a fleet into port



if the enemy's naval strength is superior to yours. Secondly, fleets don't suffer attrition in port, which means that it is advisable to send a fleet into port from time to time. Note that if an enemy army unit takes control of a province in which there is a port where you have a fleet, the fleet is automatically forced out of the port into the nearest sea zone. If there is an enemy fleet there, a naval battle will take place.

What is a naval blockade? A naval blockade means that you have a fleet in the sea zone adjacent to a port, and that your country has reached the right naval technology level. What will automatically happen is that your fleet blockades every enemy port bordering on the sea zone. Your fleet will patrol the entrance of the port and thus prevent ships from leaving and calling at the port. A fleet blockading a port can be attacked both from other sea zones and from the port in question. The fleet will automatically receive the bonus for successfully utilizing wind conditions if it defends itself against the blockaded fleet.

Pitched Battles

A pitched battle will occur when an army unit moves or withdraws into a province containing a hostile army unit, or when a hostile army does something similar and moves into a province containing one of your own army units. It may also occur when an army unit moves into an independent province and encounters a band of natives. If you have an army unit present a pitched battle will take place. If not, one of two things may happen. Either you had no trading post or colony there before, and then nothing will happen, or you had one, and in that case the natives will take control over the colony.

Pitched battles, in other words, occur when two or several army units find themselves in the same province. You will then see two fighting soldiers, symbolizing the two sides of the battle. Each soldier has a long rectangle. The color of the rectangles shows the level of morale and how it changes during the battle. The length of the rectangles shows the size of the army unit in proportion to the enemy army unit, and how

the size changes when the unit sustains casualties. The battle is divided into phases that will continue until one of the sides loses the battle. Note that you can't control the action during the phases. That is the task of the commander.

The side that either loses its morale and thereby flees (or withdraws, see Retreat) or loses all its soldiers has been defeated. Note that either one of the armies may choose to withdraw at any time. If you do that your army will carry a white flag. If you win the battle the enemy will withdraw and you may either move your army to another province or you may choose to begin a siege or assault against any fortifications in the province where the army unit is standing.

What determines the outcome of the battle? Firstly, the odds, i.e. the relative strength between the army units, are extremely important. Secondly, the difference in level of military technology is very important. Thirdly, the commander is important since his skills of movement, fire, and shock effect will influence the phases of the battle. Furthermore, the outcome of the battle is affected by the side that has cavalry superiority. This will give the commander scouting information that he may use while commanding the battle and an effective force to send against retiring enemies. Note that cavalry superiority loses its importance in provinces with forests, swamps, and mountains. Finally, the invader will receive a negative bonus when attacking in a mountain province, across a river, or when disembarking in a province containing a hostile army unit.

The defeated party in a battle must withdraw from the province, preferably to a province controlled by its own country or an ally, and not containing any hostile army units.

Retreat

Retreat will occur if either of two conditions are present: when your army or fleet is defeated in a pitched battle or naval battle, or when you order your army or fleet during a pitched battle or naval battle to move away from the province where the battle is taking place, i.e. voluntary retreat.

Note that if an army is defeated in a pitched battle or if a fleet is defeated in a naval battle it must withdraw. If, for some reason, there is no province or sea zone to withdraw to, the unit will be destroyed.

When a fleet or army withdraws the unit's flag will be exchanged for a white flag, thus marking that you are no longer in control of the unit, that it will not affect the province it withdraws to, and that it is increasingly vulnerable if attacked by the enemy.

When a withdrawing army or fleet arrives in a province or sea zone free of hostile units, the unit's flag reverts to the flag of its country, the player regains control over the unit, and morale will slowly recover.

Note that it is tactically sound to pursue a withdrawing enemy and immediately resume the pitched battle or naval battle, thus using the advantage of your unit's superior morale.

Fortifications, Sieges, and Assaults

The importance of fortifications cannot be overestimated. A hostile army unit automatically controls a province without a fortress as soon as it has moved into the province. A province with a fortress, however, must either be put under siege or assaulted. Sieges may take a long time; anywhere from three months up to a year is common. The assault may be quick, but usually with great loss of life. In addition, the great loss in combat morale experienced after an assault makes you vulnerable to a quick counterattack that could completely wipe out a hitherto successful military operation (see Combat Morale). You should erect fortifications in your provinces. The basic cost is 100 ducats, but the price may be higher depending on the country's level of inflation. You may also upgrade existing fortresses to more modern and larger models, but in order to do that you must achieve a certain level of military technology.

A siege commences after a victorious pitched battle in a fortified enemy province, or once an army unit is moved into a hostile province with a fortress but with no enemy army units pre-

sent. In both cases the army unit must be of minimum size in order to initiate the siege. Normally the size should be equal to that of the unit stationed at the garrison.

Why would you want to besiege a fortress? This is your only opportunity to control the city and thereby the province. A controlled province gives you more stars when you or your enemy offers peace. When preparing for a siege, you have a couple of options. Firstly, you may assign a watch detail. This makes it possible for you to maintain a supply line through the province, keep an eye on the fortress, and control the province. Secondly, you may assign the actual siege force. This force will subsequently attempt to take the city by building trenches that are successively extended and advanced, attempt to undermine the fortress walls using sappers, fire upon, and starve the garrison into surrendering.

Each month the garrison's defenses are tested. If they fail, the fortress falls into your hands. Factors that affect this include how long the siege has been in place, the besieged commander's siege experience, the province's terrain (where the fortress is located), the relative difference in artillery, the size of the fortress, and earlier results.

A fortress usually falls sooner or later, but note that your enemy may send an army unit into the province, forcing you to fight and win a pitched battle in order to continue the siege. Another problem is attrition: If the size of your army unit becomes smaller than that of the forces defending the garrison, then the siege is lifted and you may only guard the fortress. You may of course move additional units into the province and resume the siege. Also note that at any time you may break off the siege in order to leave the province, or assault the fortress.

It has been noted earlier that an assault may turn out to be very bloody. An example of a failed assault is Charles X Gustavus' attempted assault of Copenhagen in 1659. Assaults may also be successful. Assaulting after a few months' siege is usually a good strategy. To launch an assault, click on the assault button in

the information window. The assault itself is similar to a pitched battle, with a few notable exceptions.

The person launching the assault will win if the enemy's garrison is completely wiped out or forced to retreat (which means it is disbanded). The terrain is of no consequence. Nor is cavalry used during an assault. If the assault is successful, the fortress's level is lowered one step (e.g. from medium to small), although never so low that the province is left without a fortress. Finally there is a risk that the town is pillaged, which significantly reduces the population. Pillaging is an abstract phase of the battle that can't be seen, and the player cannot control it since it is the result of soldiers who run amuck.

Supply Lines

Army units and fleets sometimes suffer attrition, i.e. suffer a loss of lives without having experienced battle. Army units must maintain functioning supply lines in order to reduce the risk of attrition. Historically, a supply line was more or less a caravan of wagons with supplies and necessities that shuttled back and forth between the field units and the supply depots located in more civilized areas. Each army unit has its supply level checked once a month. If the level is high there is a low rate of attrition, but if the level is low the unit will lose more soldiers.

So what is a supply line? An army unit must be able to draw an imaginary line through provinces on the map to a province that serves as a supply base. There is no limit to how long this line may be. This line may only be drawn through provinces that are controlled by you or your allies and not through those containing enemy units or provinces that are not held either by your forces or those of your allies. The point is that the line cannot be drawn through a province containing enemy army units. Also, the line may not be drawn through neutral provinces (i.e. provinces belonging to countries that are not involved in your war) or independent provinces.



Which provinces may then serve as supply bases? First of all, all provinces with a town or colony, without a port, that belong to and are controlled by the country. Secondly, coastal provinces controlled by the country (i.e. they do not have to belong to the country) and that are not under a sea blockade. Note that you and your allies may use each other's supply bases during war. In addition, note that provinces with trading posts cannot be used as supply bases.

The effect of not being able to draw a supply line is that the attrition rate increases by 30% a month.

Attrition

Army units were traditionally worn out more quickly than they are today. There wasn't the same level of medical care, the diet was different, and there was a different awareness of hygiene. You marched regardless of the weather, you were seldom dry, and you slept under the stars. Diseases and epidemics flourished and poor nutrition increased susceptibility. To top

it all off, there were soldiers who didn't want to fight. They were simply fed up and escaped as soon as they saw their chance. These are a few factors affecting attrition and are sometimes referred to as one element in the strategic concept of "friction."

In the game it is of course the case that the more trials an army unit or fleet is exposed to, the greater the attrition. Time also plays a part. Each month the supply level of each army unit and fleet is checked. The result is shown as the number of losses due to attrition.

Which are the factors affecting attrition in an army unit? Most important is the size of the unit. Secondly, the allegiance, control, and status (pillaged or not) of the province in which the unit is located. Thirdly, the province's relative richness, i.e. the size of its production, is considered. You may see this information for each selected province in the information window if you click on the church. Also, some types of terrain and the weather in the province may have an influence (e.g. desert or swamps, and winter). Moreover, the attrition rate is af-

fectured by the use of the army unit: movements, retreats, battles, sieges, assaults, and whether the unit is able to maintain a supply line. Finally, the attrition rate is lowered in proportion to the commander's movement skill. Note here that one of the great advantages of the Conquistadors above all other commanders is their ability to reduce the attrition rate to a minimum level.

A skull in the information window indicates the attrition level for a selected army unit. The extent of attrition is shown using colors.

- Red Lacks a supply line
- Yellow Attrition is occurring
- White Army unit located in tropical climate (very high attrition)
- Grey No attrition

Which factors play a part in the attrition of a fleet? Firstly, the level of naval military technology achieved affects attrition. The higher the level, the lower the attrition. Secondly, it is a matter of where the fleet is located. Attrition is always zero in port, but increases incrementally in the following: sea zones that border on a coastal province, sea zones that border on another province, and finally sea zones that do not border on a coast. The attrition rises to catastrophic levels if the fleet is located in a sea zone where there is a storm or one that is ice-locked. Further, attrition is reduced in proportion to the commander's movement skill. Also, attrition increases for each month that the fleet is at sea without visiting a port. Finally, attrition increases on galleys operating outside the Baltic Sea, the Mediterranean, or the Black Sea.

A skull in the information window indicates the attrition level for a selected fleet. The extent of attrition is shown using colors.

- Red Storm (as well as galleys in any "incorrect" sea zones)
- Yellow At sea
- White Following the coast
- Grey In port

Combat Morale

Combat morale is an important factor in battle. If the army unit's or fleet's combat morale falls to the lowest level during combat, then it will lose the battle. Each army unit and fleet has a combat morale value, shown as a narrow rectangle at the base of the unit. This indicates the unit's morale in the scale red-yellow-green. A newly recruited or assembled unit always starts its career with the lowest possible morale. It increases each month until it reaches the maximum level possible considering your level of technology.

The combat morale depends on the naval and land military level of technology, respectively, that your country has achieved. The higher the technology level is, the higher the combat morale. There are some special cases.

Firstly, countries with a reformed or Shia Moslem state religion experience a bonus in combat morale. Secondly, the combat morale in your country decreases for five years if it has suffered an economic collapse. Thirdly, the morale is lower if you pay less than 100 % of the cost of maintenance. Fourthly, fleets consisting only of transport ships have a very low combat morale. Finally, galleys always suffer a low combat morale and are not affected by improvements in naval military technology.

Note that a unit whose combat morale has decreased will recover to maximum morale each month. It may therefore be tactically sound to wait a month before using a unit with low morale to attack and thereby allow it to "take the bull by the horns" when it is fully recovered.

Economy and Infrastructure

Your Economy Is Your Heart

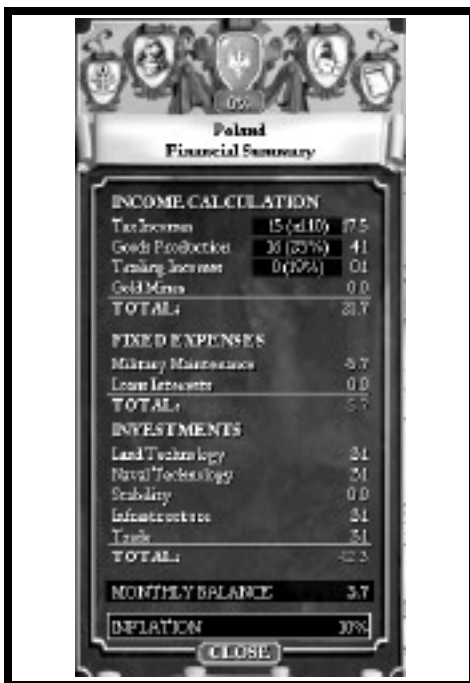
Economy is, of course, the art of managing your resources. Your country enjoys many sources of income, but also has a number of expenses as a result of the activities (war, trade, etc.) that your country carries out. If your country is poor, i.e. all enemies or potential enemies are richer than your country, then an important conclusion to draw is that you must increase the income and/or reduce the expenses. Also note that poorly financed activities (such as financing war by taking loans) seldom pays in the long run.

There are different types of income, and they vary both in form and size. First of all, we distinguish between annual, monthly, and other incomes.

Annual income

The annual income is received at the start of each new year and comprises a Census Tax, Tolls, and Trade Tariffs. When you receive the annual income, the funds are placed in your treasury at your disposal.

The Census Tax is a fixed tax that was assessed per inhabitant and in the game it is based on the sum value of your provinces' taxes. In reality, tolls were the fees that the state charged on goods as they were transported from one place to another within the country, and it was through these that the government attempted to control trade by channeling goods to only a few cities. The size of the tolls depends on your country's level of trade technology, as well as the size and number of cities, colonies, and trading posts that belong to your country. Trade tariffs are a fixed fee that merchants must pay in order to run their business in the trade centers that belong to your country (i.e. those located in one of your provinces). The trade tariff is 5 ducats per merchant.



Monthly income

The monthly income is received once the monthly cost (more about this later) has been deducted. The monthly income comprises Tax Income, Production Income, Interest on Extended Loans, and Income from factories. The monthly income is to be distributed. You may invest in stability, research in areas of technology (land military, naval military, trade, infrastructure), and make "withdrawals" to cash.

The exact composition of tax income varies from country to country and period to period, but historically it may be said in general that land taxes and informal fees (e.g. salt fees, etc.) made up the largest part. Tax income is based on the sum value of your provinces' taxes. Production income traditionally came from the sale of products from the royal grounds, as well as the sale of official offices and a throng of various minor fees aimed at the subjects' production and consumption. The production income is based on the sum value of your provinces' production. Trade income derived primarily from an indirect tax on international trade, but during the Mercantile era also became a political method of attempting to subsidize the development of the country's means of production. The trade income's size is a result of the total number of merchants your country has stationed in foreign centers of trade. Interest on extended loans is exactly what it says: the interest you earn on the loans you have made to other countries (see Loans). Income from factories is the income that the state receives, partly due to the special prices that the governments' own institutions enjoy when buying the factory products, partly because the state often owned part of the factories and thereby received part of the profits. These incomes are dependent on how many factories your country has and of what type (see Upgrading the Infrastructure).

Other Income

The other sources of income lack regularity and appear on special occasions when the income appears as liquid assets in your treasury.

These can be gifts from other countries, new loans, tributes paid as a result of a peace agreement, the levying of a war tax (see War Taxes) as well as random events.

Such things as the stability of the country, the national level of inflation, and the level of technology at which your country's infrastructure operates affect both the annual and monthly incomes.

In terms of expenses there are only monthly expenses and other expenses. In other words, there are no annual expenses. Monthly expenses include the cost of maintaining a military and the interest on loans you have taken. As mentioned earlier, the monthly expenses are deducted from the monthly income before it is received. If the monthly balance is negative, the difference is withdrawn from the treasury. If there isn't enough money to cover the difference or the treasury is empty, then your country is automatically forced to borrow money. If your country already has borrowed the maximum five times allowed in the game (see Loans), then it is automatically declared bankrupt.

For example, balance is achieved if: $\text{monthly income} - (\text{monthly expenses} + \text{investments}) = 0$.

If there is no balance, then: $\text{liquid assets in treasury} - \text{negative result}$.

The other expenses lack regularity and appear on special occasions at which the cost is immediately deducted from the liquid assets in your treasury. These include gifts to other countries, repayment of loans, payment of tributes as a result of a peace agreement, as well as random events. Included in other expenses are the variable costs incurred when recruiting army units, building fleets, appointing officials, building or upgrading fortresses, and sending out colonists, traders, and merchants.

Provinces and Population Growth

If it is true that your country's economy is its heart, then the provinces are your country's veins. It is in the provinces that everything happens. The economic system is alive with the ex-



change of goods. This occurs in the market places next to where people live, people who produce and consume.

In other words, the population of a province is directly related to the amount of goods produced, the number of people working, the extent of the trade, and finally the government's ability to receive income from taxes and fees.

This means that every province has a tax value, a production value, and a trade value. These are in direct proportion to the size of the province's population. If the population increases, then these three values increase as well, which in the end means that both the monthly and annual incomes increase.

How then do you increase the size of the population? Note first of all that when we refer to the population we are talking about the town's, the colony's, or the trading post's population, i.e. the provincial center. Each province normally experiences a positive population growth that contributes to an increase in the size of the provincial population each month. You can see the exact amount by click-

ing on the church in the information window. The amount of growth can be higher than normal if there is a center of trade in the province or in a neighboring province, if there is a factory in the province, or if the province contains the country's capital.

The province may also experience a negative population growth (i.e. the size of the population decreases over time). This is likely to occur in provinces where you have founded a colony and in cities located in very inhospitable areas (e.g. in the tropical parts of Africa). The province may also suffer a temporary negative or less positive population growth if the province is plundered, besieged, or if the province is controlled by rebels.

There are also times when the size of the population changes suddenly and at once, either up or down. When you send a colonist, the population will increase by 100 inhabitants, although you cannot send colonists to provinces with a population of 5000 or more. When an army unit successfully conquers a province through siege or assault, the population might



decrease in size due to a massacre (the soldiers of the time were sometimes very difficult to control). Finally, random events may change the size of the population.

So, the larger the population the higher the production value, tax value, and trade value. Trading posts usually have a very low production value and barely any tax value, but have a very high trade value. The colony will be seen as a less developed city. A city has more balanced values, but the production value and tax value may increase significantly as the population increases, while the trade value remains steady. Note that the trade value is not as dependent on the population size as are the other values. What is much more important is supply and demand and the market price, but more about this later. To get an idea of at what population levels these three values are strongly affected, see "levels of development" below. When a city's population has grown so much that the city achieves a new level of development, the three values increase significantly.

Level of development Inhabitants

Colony Level 1 *	100
Colony Level 2 *	200
Colony Level 3 *	300
Colony Level 4 *	400
Colony Level 5 *	500
Colony Level 6 *	600
Colonial City Level 1 *	700
Colonial City Level 2 *	1400
Colonial City Level 3 *	2800
City Level 1	5000
City Level 2	10000
City Level 3	20000
City Level 4	40000
City Level 5	80000
City Level 6	200000

Sending colonists may increase the population. Also note that if the population size reaches 1000 inhabitants it can never decrease to less than this amount. Remember that stability always has an impact on population growth.

Production and goods

Production is, of course, the foundation of any economy. The inhabitants of a province produce goods and these goods are varied, but usually one or a few stand out as characteristic for a province. Using modern terminology one would speak of "comparative advantages," i.e. if a province is best at producing a certain product then that product should be the one they produce. It isn't difficult to see that it is better they produce wine and feta cheese in southern Europe, and timber and furs in northern Europe rather than the other way around. Therefore, in this game each province has a specific product that they produce. This should be seen as the most important product in the province (after all, historically every province produced grain and fish).

For obvious reasons, products have different prices on the market. The market price depends on supply and demand, but also on what we call the product's base value. What is base value? Today there are relatively few new products that have never been seen before, but the pricing mechanism is affected by advertising and trends. During the period of the game there were similar factors that affected pricing. New, exotic goods created the same kind of "higher value" as our trends today. Status was not only as important then as it is now, but it was more visible. Open and boastful consumption brought status and showed everyone what a great person you were. Base value is, in other words, the difference in value that is caused by reasons not normally taken into account by the pricing mechanism. The chart below shows the products found in this game and their respective base values.

Product	Product's base value
Cloth	Normal (10)
Gold*	Special (-)
Cotton	Normal (10)
Fish	Normal (10)
Fur	Normal (10)
Grain	Low (5)
Ivory	High (15)

Iron	Normal (10)
Copper	Normal (10)
Chinaware	Very High (20)
Naval Supplies	High (15)
Salt	Normal (10)
Slaves	Normal (10)
Spices	Very High (20)
Sugar	High (15)
Tobacco	High (15)
Wine	Low (5)
Wool	Low (5)

*Gold is not traded and is not given a base value. However, the production value is automatically converted to liquid assets. Below you will find a more detailed description of each product and what affects the demand side of the pricing mechanism.

Cloth represent various fabrics and raw materials for clothes that were used during this time period, primarily fleece and wool, but also linen, rough homespun, etc. Once the plantations started up in America during the 18th century and trade with India increased, cotton also became a raw material in the production of cloth. Demand for cloth increases when more trade good factories and recruitment centers are built.

Gold and silver were the basis for the entire monetary system in Europe, and they were much-coveted raw materials. The discovery and exploitation of gold deposits in Central and South America made some European countries very wealthy, but also increased inflation and significantly lowered the value of their currencies. The value of gold is not affected by supply and demand. The more gold that is extracted globally, however, the more inflation increases for all countries in the game. The countries mining gold will experience even greater inflation.

Cotton originally came from Central Asia but was not commonly used in Europe until it was successfully planted in the American colonies. It was used as an inexpensive and adequate complement and substitute for wool in the emerging textile industry of the 18th century. The demand for cotton increases when

more trade good factories are built, as well as when provinces that produce textiles are colonized.

Fish was not only the basic source of nourishment for historical Europe (meat was considered the luxury food of the upper class), but also the entire fishing industry contributed to considerable shipbuilding. Fishermen were the primary manpower for most naval military fleets. The demand for fish increases when more factories, recruitment centers, and naval shipyards are built.

Furs were the basis of high quality, warm clothing and came from a number of different animals such as sable, fox, mink, bear, and wolf. The highly desirable furs originally came mainly from Scandinavia and Russia, but as America was colonized this also became an important source up until the middle of the 18th century. The demand for furs increases when more factories, recruitment centers, and naval shipyards are built, as well when an increasing number of cities appoint chief judges and governors.

Grain represents the different vegetables that constituted the foundation of the daily diet (i.e. bread) for both humans and domesticated animals. The lack of grain nearly always led to uprisings and rebellion. The European cereals – especially rye, oats, and barley – were later joined by tomatoes, corn, and even potatoes, which provided a significantly more varied diet. The demand for grain increases when more factories, recruitment centers, and naval shipyards are built.

Ivory was one of the most important trade goods from Africa alongside the slave trade. Ivory was highly sought after by the craftsmen of Europe, who used it to make eating utensils, jewelry cases, reliquaries, instruments, ornaments, furniture, etc. The demand for ivory increases when more factories, recruitment centers, and naval shipyards are built; and when more cities appoint chief judges and governors.

Iron includes iron and similar metals except copper, lead, and precious metals. Iron was the most important raw material of the entire metal industry, and was used for weapons, tools,

shipbuilding, reinforcement of buildings, etc. The demand for iron increases when more weapon factories and naval shipyards are built.

Copper also includes metals such as tin, zinc, lead, and silver, as well as gems. Copper is one of the ingredients in brass and therefore important to the early foundries, but it was also used in its pure form or in other alloys to manufacture receptacles, weapons, armor, and canons. The metal was also used to make coins and objects of art. The demand for copper increases when more weapon factories and naval shipyards are built.

Chinaware includes various exotic trade goods such as silk, porcelain, carpets, gems, ebony, and other arts and crafts manufactured in India, China, Persia and the Far East. Since every object of this sort was completely unique in Europe, the merchants and sea captains who succeeded in bringing home a couple of objects often received astronomical sums. The demand for chinaware increases when more factories, recruitment centers, and naval shipyards are built; and when more cities appoint chief judges and governors.

Naval supplies represent all of the different raw materials necessary for shipbuilding, from timber and canvas to tar, hemp, and ropes. Originally most of these raw materials came from Scandinavia, but later North America became an increasingly important source. The demand for Naval supplies increases when more shipbuilding plants and naval shipyards are built.

Salt was as important a part of the domesticated animals' diet as it was for the humans. It was also the only way (apart from freezing in the winter) of preserving food. They used either the mineral salt from the mines in Central Europe, or the sea salt extracted by evaporation at sunnier latitudes. The demand for salt increases when more factories, recruitment centers, and naval shipyards are built.

Slaves were an accepted commodity for trade since antiquity, but demand increased drastically when they were needed as labor on the North American cotton, tobacco, and sugar



plantations. Slaves were an important commodity in the Moslem world long after the time when slave trade was more or less abolished in Europe. The demand for slaves increases as more provinces that produce cotton, sugar, and tobacco are colonized.

Spices were known in Europe since antiquity and used both for food preservation, seasoning of rather rotten food, and for alleged healing properties. Pepper, ginger, nutmeg, cinnamon, etc., were shipped from East Africa, India, China, and the Spice Islands (today called Indonesia) to the markets in Alexandria and the Middle East. The European call for a faster and less expensive supply was the main reason for the first Portuguese explorations eastward. The demand for spices increases when more factories, recruitment centers, and naval shipyards are built; and when more cities appoint chief judges and governors.

Sugar was used not only as a seasoning but also as a preservative. At the time cane sugar was the only known source of sugar, and it was originally cultivated near the Mediterranean.

The plantations in America, primarily in the Caribbean, quickly took the lead, however. The demand for sugar increases when more breweries are built.

Tobacco was unknown in Europe until the first Conquistadors returned home from America during the 16th century. It quickly became fashionable in the upper classes to smoke the expensive tobacco, which lead to a quick economic boost for the British colonies on the North American East coast and in Portuguese Brazil. The demand for tobacco increases when more factories, recruitment centers, and naval shipyards are built; and when more cities appoint chief judges and governors.

Wine had been produced in southern Europe for as long as anyone could remember and was a regular feature in the daily diet, with the exception of the Moslem world. Wine was not considered exclusive, but was probably a rather welcome relief from the pains of everyday life a couple of hundred years before penicillin, antibiotics, and sterile environments. In northern and eastern Europe mead, beer, vodka, and



low-alcohol beer were similarly used as meal-time beverages. The demand for wine increases when more factories, recruitment centers, and naval shipyards are built.

Wool came primarily from the flocks of sheep that were kept in Europe and Asia's more distant corners, and together with linen constituted the main raw material for clothing before the arrival of cotton. The demand for wool increases when factories, recruitment centers, and naval shipyards are built.

External Factors

Your country's economy is, of course, affected by what happens in the world at large and what your country does. The factors we discussed earlier in the chapter – production, taxes, trade, etc. – take place in your provinces; i.e., within your own country. We have also described what "normally" happens, when the world is quiet and peaceful. Things may be quite different, however, in times of war or general unrest.

Two factors that affect your economy on different levels and thereby have "multiple effects"

are your country's level of stability and its level of infrastructure technology. If your country suffers reduced stability, all of your income will be reduced together with your ability to invest in research. War is another scourge since, even if your country's stability is intact (i.e. another country declares war on yours), you will face reduced resources. Pillaged provinces, centers of revolt, sieges, assaults, and many other factors may reduce the population of your provinces and, with time, your income.

Remember that you must think relatively. When you look back on the past decade and discover that your annual income has risen 10%, it is not necessarily time to celebrate. If the annual income of your potential enemies has increased by 50% during the same period, you have lost economic strength in relation to them.

Loans

Loans during this period were as common as they are today, but repayment was not as common.

First of all, you may receive a loan from the country's national bank. This means that you are borrowing money internally from your own subjects. If you do not repay the loan you will suffer the consequences, since your subjects are not likely to trust you in the future. A national bank loan equals 200 ducats, no more and no less. The size of the loan, however, may change as a result of development of your country's financial institutions (random events). Your country may have no more than five loans simultaneously. Each loan has a term of five years (effective as of the loan date). After five years, the loan is either repaid or extended for five more years. If a loan is extended, then the interest rate on all loans increases. Each month the interest due on all loans is deducted from the monthly income, since the interest is part of monthly costs, as was mentioned earlier. The level of stability in the country, the number of loans you have taken, if the country has been declared bankrupt, and whether you have renewed any loans, affects the interest rate.

Countries may also lend each other money. You decide the terms when you extend the offer to lend money (in the diplomacy window). Here you decide the sum you want to offer, and you may offer no more than half the sum in your treasury at any one time. You may also decide the interest rate, which can be between 1 and 10%. Finally you decide the loan period, which may be between 1 and 300 months. Note that your counterpart may decline the loan offer. This is a result of the terms you offered and your foreign affairs relationship. If you are offered a loan you cannot negotiate the terms. You may only accept or decline. If two countries that have a loan relationship (one has borrowed from the other) go to war, then the loan ceases to exist, i.e. the lender will never be repaid and the borrower never has to repay the money.

Repayment of a loan is always a problem and may sometimes come as an unpleasant surprise. The best way to avoid the surprise is to use the archive effectively (see Archive). Loans from the national bank are for a five-year period, which means they are to be repaid five years af-

ter they are issued. You cannot choose to repay the loan earlier because loans of liquid assets had to be repaid in liquid assets, and since the majority of the country's income and expenses was managed within a barter economy, careful planning was required. Nor can loans be amortized, i.e. paid back a little bit at a time. This is because those who extended the loans obviously want to maximize the interest income they receive. When a loan is due for repayment, you may choose either to repay it in full, or to renew the loan. Note that if you renew a loan, you are only postponing the problem because sooner or later you will either have to repay or declare national bankruptcy. The latter is very unpleasant and should be avoided at all costs. Repayment of loans from other countries works a little differently. Firstly, they are not counted toward the five-loan limit. Secondly, you may simply decide not to pay back the money, i.e. declare that you do not owe the other country any money. This will result, however, in your stability level dropping one level and giving the other country a *Casus Belli* against your country.

You must declare national bankruptcy if your country has five unpaid loans and you either cannot repay one of them on the due date, or if you have five unpaid loans and your monthly income/expense balance is negative and your treasury lacks the funds to cover the difference. Note that if this should occur and you have less than five loans, then a loan will automatically be taken to cover the negative balance.

When your country declares national bankruptcy the stability level drops one level, since your subjects lose faith in the ability of the monarch and the government to manage the country's finances. All loans from the national bank are written off (i.e. disappear) when you declare bankruptcy, but all future loans from the national bank will have a much higher interest rate. Inflation is cut in half since the country no longer has interest payments to make. Finally, your army units and fleets' combat morale drops. This effect will last for three years from the time your country goes

bankrupt. The reason for the drop is the general unrest that spread through the troops when they heard that the national treasury, from which their salary is paid, was empty.

Observe that loans are not necessarily trouble, only poorly managed loans are. Loans are in fact often a necessity. A few examples are when your country wants to build factories or needs to recruit army units quickly for a war that is about to break out. In other words, there will be times in the game when you cannot afford not to take a loan, and then it will be more profitable to take the loan instead of slowly saving money in the bank.

Inflation

In the past inflation was an even greater problem than it is today, at least in Europe. The reason for this was that they had a lesser understanding of the causes of inflation than today, and that they lacked the political control necessary to suppress it.

As you know, inflation is a function of general price increases keeping a higher pace than individuals' increases in income, as well as the amount of legal tender (i.e. money) circulating in the economy. This was very problematic during the pre-capitalist era, and for good reason. One problem was the differentiated monetary system during this period. It meant that part of the system was a barter economy without money as a means of payment. When money was used there were several different types of coins used simultaneously. The value of the coins was based on the value of the metal of which the coins were made. Generally it can be said that the majority of people used copper coins, the merchants and city dwellers added the use of silver coins, and the government added gold coins to the mix. If, say, the value of copper dropped then the relative value of silver and gold coins increased, amplifying the effects of inflation for the broad masses of society. Another problem was the subjects' confidence in the quality of the coinage. There were many possibilities for forgery, a fact abused by less scrupulous governments.

What will increase inflation in your country? First, it is the supply of gold in your provinces. The problem was that gold could be used for little else than coins. If a country could extract a lot of gold from its gold-producing provinces, then the country's government could use this gold as a means of payment. In simple terms you could say that the amount of currency in a country must be in balance with the country's total production, and when the means of payment increased disproportionately inflation followed. The rule of thumb is, then, that gold causes inflation, but at the same time gold production provides a direct profit of liquid assets that the other provinces do not yield. Secondly, inflation is affected if your country borders on a country that produces gold. Thirdly, the inflation rate will be impacted for every neighboring country that has higher inflation than your country. Fourthly, it is affected by each loan your country has taken, since the loan results in liquid assets pouring into your country's monetary system. Fifthly and perhaps most importantly, it is changed by the amount of liquid assets you choose to withdraw from your monthly income. By withdrawing liquid assets in this way you are financing public consumption through the production of coins, which in modern terms is usually referred to as "starting up the printing press" (for bank notes).

So what will decrease the country's inflation? You may conquer and annex countries that have a higher inflation than yours, but for obvious reasons this is hardly cost-effective. Choosing to cede gold-producing provinces through peace treaties isn't an alternative either since these provinces are some of the richest in the world. There were, after all, more reasons than just establishing trading posts for why Spain chose to colonize America. You may, however, attempt to avoid taking loans, or at least take as few as possible and pay them back on when due. To never withdraw part of your disposable monthly income as liquid assets is a near impossibility, but not doing it unnecessarily is a virtue. Declaring national bankruptcy will cut

inflation in half, but as mentioned earlier carries with it a number of negative economic consequences. It is almost impossible to avoid inflation completely, but through a planned and well-executed economy you may lessen its effects. One thing you may do to control inflation is to appoint mayors as governors. They are efficient inflation fighters and each appointment lower inflation by one percent.

What are the effects of inflation? Basically, the price of anything that money can buy will increase with inflation. This includes recruiting army units, building fleets, building or upgrading fortresses, building factories, and appointing public officials. Note that all income connected to taxes, trade, and production is affected by inflation.

Upgrading the Infrastructure

Your country's income is dependent on the provinces and their ability to generate it. How can you affect the provinces' tax, production, and trade value?

First of all you may appoint public officials in the provinces. The bailiff can be appointed tax collector (infrastructure technology level 1 is necessary), which means that the province's tax value and production value increase, while at the same time the risk of rebellion in the province increases. The population does not approve of the introduction of an efficient tax authority. Provided that you have appointed the bailiff as tax collector you may appoint the legal counsel to chief justice (infrastructure technology level 3 is needed), which further increases the province's tax value and lessens the risk of rebellion. The population is justified in feeling more secure with an efficient justice system. You may also appoint the mayor to be governor (infrastructure technology level 5 is necessary), which increases the province's production value and population, while at the same time lowering the country's inflation. This is natural since the highest public official has higher status and authority to control and manage the province.

One should view the appointment of public officials in the game as a development over time from a decentralized semi-feudal political system to an increasingly centralized political system. The political reform introduced during the period of the game had strong ties to the organization of the country's economy. In countries with a semi feudal economy such as Poland-Lithuania and the Ottoman Empire, the political development toward a more centralized society could quickly come to a halt.

Secondly, you may build factories which of themselves affect a lot of other factors (see Investing in Factories). Factories raise the production value and tax value of the province in which they are built, since their relatively advanced work methods had "spin-off" effects. Note also that factories increase the size of the population in the province and increase global demand for certain products.

Thirdly, you may build and upgrade fortresses. These do not affect the economy significantly, but protect the province from enemy control that in turn would lead to a loss of income.

Managing Your Resources

Managing your resources is not a miracle drug, but it may significantly simplify your country's challenging path toward victory. "Resources are limited, but goals are unlimited" is an old saying that rings true to this day.

When you use your resources, "balance" is a keyword. This applies both to the monthly balance between income and expenses, as well as the balance between the different enterprises in which you may invest your resources. We divide these enterprises roughly into three areas: Defense, Finance, and Expansion.

The challenge is to defend your country while you are investing in research and upgrading fortresses, appointing public officials, and colonizing the New World. If you can succeed in creating monopolies in trade centers and winning a war or two, then your fortune is secured—but it's all a matter of keeping the balance.



Trade and Colonization

When the Europeans first came to America it was to find gold, honor, and new souls to Christianize. But the driving force of the expansion changed very quickly. While they started out as discoverers and explorers, the Europeans changed to become traders and conquerors. Both in the role as trader, which the Europeans were in Africa and initially in North America; and in the role as conqueror, which they were in South and Central America, the motivational force behind the expansion evolved as the native ("discovered") people's economy was penetrated, broken apart, and finally replaced with the Western economic system (during the larger part of the historical period a form a proto-capitalism).

What happened may be illustrated by the European contact with the native peoples of North America. The native population primarily subsisted on hunting and fishing before the Europeans came, but after the first contact when the Europeans offered weapons and luxury items in

exchange for furs, it made more sense in the short term for the native people to hunt and gather furs and to a lesser extent grow corn for a living. By so doing the native people slowly but surely moved further inland and left the fishing waters and game-filled hunting grounds behind. When a tribe later experienced a poor harvest or drought they were forced to turn to the European traders who exchanged goods for future supplies of furs at prices that today would be called profiteering. The areas that the native people left behind, either due to the aforementioned reason or because of epidemics, was extremely suitable for European colonization that indeed started during the early 17th century. Once the Europeans had a strong foothold in North America the native peoples never succeeded in retaliating. The Europeans had more advanced weapons that in fact could have been parried by the native people's mobility and effective combat tactics, heretofore never seen by the Europeans, but what finally proved decisive was the difference in political systems. While the

European system's main purpose was to centralize resources for use by a small government, the native people's decentralized system prevented the North American tribes from mustering joint resistance.

Due to increasing international trade, more and more non-European economies were tied to the European economy, which eventually transformed into a global economy. The new colonies grew, increasing the demand for products, sparking a dynamic, forward-pushing economic effect.

Supply, Demand and Market Prices

As was mentioned earlier, each province has a tax value, production value, and a trade value. Production and taxes were an important part of a province's economy, but very few countries were autarchies, i.e. self-sufficient. Different countries' inhabitants were variously proficient at producing different products, and some countries lacked the necessary prerequisites to produce some products. Switzerland does not produce a lot of fish, and Sweden does not produce a lot of ivory. Trade started as a means to acquire all the goods that a country needed but didn't produce. You could say that a province's tax and production values benefit the country to which the province belongs, while a province's trade value goes into a pool from which every country can compete for the profits using merchants.

Every province has a trade value based on the size of the population and the base value of the product. The trade value is placed in the trade center to which the province belongs, which you may see on the trade map by clicking on the trade symbol in the information window. All trade thereby takes place in the globally distributed centers of trade. In these centers market prices are "set" as a balance between the product value and the trade value, which represent supply and demand. The trade income your country receives depends on the number of merchants you have sent to the trade centers around the world, i.e. your income is directly proportional to how much of the trade your country controls.

Centers of Trade, Merchants and Trade Income

When a center of trade has "set" a market price each country with merchants in place will receive income from the trade in proportion to how much of the trade they control. Note that different centers have different total trade values. A center of trade with a relatively low total trade value provides less trade income than a center with a high total trade value. Your country's trade income depends primarily, however, on two factors: trade levels and trade technological levels.

First, it depends on the trade level your country has achieved in each center of trade. A country may have anywhere from no trade level (i.e. does not control any trade there) to trade level 6, which means they have a monopolistic status. More than one country may have the same trade level. The only exception is trade level 6, since only one country may have a monopolistic status. The reason the term "monopolistic status" and not "monopoly" is used is simply because a country with trade level 6 may accept that other countries trade at the center but do not send more merchants. In terms of trade income, the higher your country's trade level is, the greater the trade income will be.

Second, your country's trade technology level plays an important part. The concept "trade technology" perhaps sounds a bit strange, but it is a generic term for a number of innovations in the areas of transportation, measurement, credit systems, accounting systems, administrative and financial advances such as corporations and insurance, and corporate law. The higher your country's level of trade technology, the greater your trade income from all centers of trade; and each merchant is given greater competitive power in the battle over market shares.

How do you increase your trade level at a center of trade? The only way is to send your merchants. Stationing merchants costs money, as does their maintenance. It is more expensive to station and maintain merchants abroad than

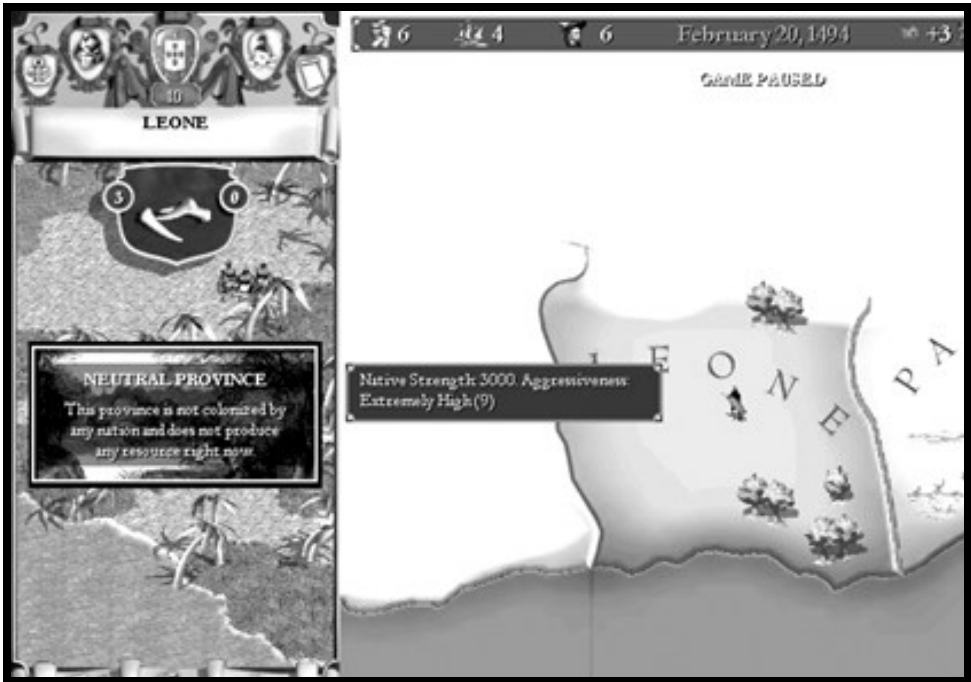


it is to do so in your own country, and it is more expensive the further from your own borders the center is located. When one or more merchants have been sent to a center of trade they will fight with existing merchants for market shares. It takes at least a month to settle this and success depends on the distance from your capital to the center of trade. Once it is done, you may see if your country has achieved a higher trade level or not as well as if you have driven the merchants of any other country out of the market. Doing this means that their country drops one trade level. Note also that the reverse may happen to you; i.e., that you lose trade levels in a center of trade as a result of other countries sending merchants who drive you out of the market.

Your country's merchants' guild will grow each year. The reason for this is your country starts with one merchant, in addition to which you earn one merchant for every center of trade within your country's borders, one merchant for every center of trade where your country has a monopolistic status, one mer-

chant if your country has achieved trade technology level 5, one merchant for every core province that is also a coastal province, one merchant for every two coastal provinces if your state religion is Reformist or protestant (to a maximum of three merchants), and finally the level of stability is deducted or added depending on whether it is negative or positive. Your country does not have to send out the merchants immediately upon receiving them but may instead save up to six merchants at a time. You may also choose to automatically send the merchants to the centers of trade. This you do at one of the centers of trade. Observe, however, that in this case, you cannot control where the merchants are sent. The computer will instead calculate which placement is the most profitable for your country and send the merchants as soon as there are ducats in the treasury. Also note that you cannot send merchants to trade centers located in countries that are carrying out a trade embargo against your country (see Trade Embargo).

The competition at a center of trade depends



on how many merchants have been sent there and how often. If the level of competition is high at the center it may be because the total trade value is high, the cost of sending merchants there is low, and that nearby countries have access to a small number of alternative centers of trade. It is important to remember that the trade income from a center of trade where you have monopolistic status (trade level 6) is so much greater than the income at other levels that the fight for monopolistic status may increase competition immeasurably. In terms of income, the country with monopolistic status receives trade income from their trade level (6) as well as all other trade income that would have been generated if the center of trade had been filled with merchants; i.e., had all the trade levels been occupied.

The competitiveness of the merchants depends on the relative trade technology level of their country, the administrative skill of their monarch, which trade level they have already achieved at the center of trade in question, and the stability of their country. Additional factors

that may affect their competitive ability is whether there is a trade embargo in place between competing merchants of different countries, and if the center of trade in which the competition is taking place lies within either of the competing merchants' own borders or not.

Trade income is based on how many trade levels your country has achieved in the centers of trade. At each center of trade there are 20 trade levels that may be occupied by the merchants. When the trade income is distributed your country receives as large a share of the total trade value of the trade centers as the number of trade levels you hold divided by the total number of trade levels, and finally multiplied by your country's trade technology level divided by ten.

Example: Curland has trade technology level 3 and four trade levels in the center of trade "Novgorod" (total trade value: 200). The formula reads: (Curland's trade levels / 20) x total trade value x Curland's trade technology level / 10 = Trade income from center of trade. Curland would in this case receive $(4 / 20) \times$



$200 \times 3/10 = 12$ ducats from the trade in "Novgorod."

As mentioned earlier, monopolistic status (trade level 6) gives you extra trade income. What makes this so is the number of trade levels that you may count as yours; i.e., you are credited for all the "empty" trade levels. It seems you have more trade levels than you really own. Here's an example.

Example: Spain has trade level 6, England trade level 3, and Curland has trade level 2. Since there are 20 trade levels at a center of trade, Spain may count on $6 + (20 - 6 - 3 - 2)$ trade levels = $6 + 9 = 15$ trade levels, which gives them $15/20$ of the center of trade's total trade value.

The closing of Japan – a historic event

In 1636, the warlord and leader of Japan, the Shogun Tokugawa Iyemitsu, decides to close the door of Japan on the world. The Japanese are not allowed to travel abroad, and those residing abroad are not allowed to return home. This is the beginning of a consistent blockade policy under which Japan lives in total isolation

for 250 years – a petrified Middle Age kingdom, shut out from the world's political, social, and economic progress, but also protected from the aggressive colonial policy of the Europeans.

The event means that Japan carries out, automatically and without negative consequences, a trade embargo against every other country in the world. In order to trade with Japan you have to defeat them in a war.

Pirates

The period of 1492-1792 may be described as the golden age of piracy. Pirates worked in more or less all the known seas, mainly because of the lack of any protective bases. The relatively unprotected trade caused piracy. The colonial powers naturally tried to protect their trade, but they were not able to patrol the oceans beyond Europe until the later part of the period. Nevertheless piracy continued and still exists today, although on a lesser scale. Piracy involves enormous risk, but also very high profits if you are lucky.

Pirates are autonomous fleets cruising the sea zones close to centers of trade. The goal of the pirates is to exploit the weakly protected lucrative trade far away from the European naval bases, thereby stealing as much as possible. Pirates, (naval units) may never be controlled by a player but are always autonomous. Pirates are automatically at war with every country in the game, and may attack and be attacked by all countries in the game at any time. Note that a country does not have to declare war to attack pirates. A country is never at war when pirates attack their ships. The country does not lose any stability, and may not issue any war taxes, etc.

Pirates influence economy and trade in the area they reside in by capturing ships and attacking coastal provinces. In all provinces adjacent to a sea zone with pirates, tax income and trade values are lowered by 0.5 ducats for each ship of the pirate fleet. In this way pirates affect both your annual and monthly incomes.

The only way to get rid of pirates is to wipe them out by sending a fleet and defeating the pirates in a naval battle. Note that the pirates may return, because even if the risk was great, the chance of profit was even greater. We also recommend placing a fleet in the vicinity of any sea zone where pirates have attacked, in order to quickly eliminate any further attempts. Finally, pirates strongly dislike fortifications as they make it harder to attack your coastal provinces. Building fortifications lessens the risk of pirates appearing at your coasts, and thereby leaving your income untouched.

Trading posts and Merchants

Trading posts do not provide any notable produce from the province, but instead give you a better trading value, which affects the center of trade it belongs to. It may never have more than six levels. At the higher levels the trading post provides a very high trading value. Each level is equal to one merchant you have sent there who has succeeded in setting up the next level. Your colonists may be used as merchants, colonists or missionaries.

You could say that by setting up a trading post you lose the ability to start production, as you let the local inhabitants produce, and instead manage the trade with the goods produced.

Trade centers have been mentioned earlier and it will again be noted that there are big differences between centers situated in your own country and centers located outside your borders. If your country has trade centers within its own borders, the trading value of each trading post your country establishes will belong to centers in your country. It is also easier to acquire and maintain a monopoly (trading level 6) in a center of trade in your own country, as your merchants will have better competitive powers.

What are the advantages and disadvantages of trading posts? The advantage of having trading posts compared with colonies is that they are cheap. It is a cheap and practical tool to "claim" what is yours and thereby tell other countries to stay away. You may at any time send a colonist and turn the trading post into a colony.

Additionally, some parts of the world are directly unsuitable for colonization, but trading posts are always feasible. Greater parts of Africa and Asia have climates, which prohibited almost all colonization prior to the 19th century. Finally, and perhaps most importantly, trading posts produce high trade values, especially when trading in unusual and exotic products. If you manage to establish a number of such posts and also manage to acquire a monopoly, trading posts can be a lot more profitable than colonies.

The drawbacks of trading posts are that they do not increase the population of your country, and thereby do not increase your production and tax values. Trading posts also lack ports, which limits the reach of your fleets. You may not build fortifications, recruit armies, or build any fleets at your trading posts. This makes them quite vulnerable to attacks. Additionally, the maintenance ability is low in provinces with trading posts, which means that attrition is very

high. Finally, while colonies may only be transferred to other countries through peace treaties, enemy army units in the province may burn trading posts.

If your army unit is in a province with an enemy trading post, a "Burn trading post" button will appear in the information window. If you press the button the trading post will disappear and the province will be emptied.

Establishing trading posts is the quickest and easiest way to raise the total trade value of a center of trade.

Colonization of the New World

We have mentioned before that trading posts are cheaper than colonies, and most often the attempt to establish a trading post has a greater chance of success than an attempt at colonization. Furthermore, it is easier to establish a colony in a province where you already have a trading post, compared with a neutral province. Provinces with colonies may develop into provinces with towns, which is very good for your country. Provinces with towns provide both tax and production income, along with certain trading revenues. A nation with a limited economy can never win in the long run. Besides war, colonization is the means by which you may expand your country's financial strength. It must be noted that not all countries were colonial powers of the same caliber as Spain, Portugal, France, England, and the Netherlands. Countries like Russia, Sweden, Denmark, and Curland made attempts along those lines but failed to create lasting empires mainly due to their less strategic geographical locations and relatively weak economies. To colonize, your country must explore new provinces, and have access to colonists that may be sent out as settlers (including merchants).

You receive an annual number of colonists at your capitol. The actual number available to your country depends on the following conditions. Firstly: you never get any colonists if your country lacks coastal provinces. Secondly: you acquire one colonist if you build a naval

shipyard. Thirdly; countries with the following state religions acquire colonists in accordance with their religion: Catholics and Sunni Moslems get none; reformed Catholics, Orthodox Christians, and Protestants get 1; Shia Moslems get 2; and Reformists get 3. Further: you may receive colonists through random events. Finally you may receive 0-3 colonists depending on colonial dynamics. This depends on what nation you are playing and what year you have reached in the game.

When you discover an independent province to colonize, there are a couple of questions you should ask. First, check to see if the province contains local inhabitants, and in such cases, also check the size of their military forces (in game terms: number of army units) and the aggression level of the units. You have two choices. Either you may send army units to destroy all enemy forces or you make an attempt at colonizing, even though the local inhabitants are still in the province. The advantage of your first choice is that you get a higher chance of success, and that there are no more locals to rebel and take over your colony. The advantage of the second alternative is that when you have sent seven colonists to the province, it develops into a town. The local army units will then dissolve and are added to the population of the city, which in turn may provide very high populations and thereby a high income. Base your choice on the aggression level of the locals, which varies from province to province but falls within a scale of "Very low" to "Very high." You should also consider whether the province is suitable for colonization or not. Maybe it would be better to set up a trading post. This is something you will learn by playing the game, but the goods produced by the province and the aggression level of the natives also play a part. A rule of thumb is that Africa is rarely suitable for colonies.

The chance of establishing a colony or a trading post along with its respective costs depends on a number of things. The cost is lower if you have a conquistador in your province or an explorer in an adjacent sea zone, if it is a coastal

province, and if it borders on a province with a town, or a colony belonging to your nation. The cost is also heavily dependent on the aggression level of the natives, the distance to your capital, things present in the province at your colonization attempt, whether it already contains a trading post, colony or town, and what level it may have. The climate of the province also plays a part. The chance of success depends on whether you have a conquistador in the province or not, if there is a town, colony or trading post already present, and the number of earlier attempts. Note also that France has a small extra bonus if there are natives in the province, which represents the historical successes of France in negotiating with the natives of America, India and Africa.

When you have succeeded in establishing a colony it is appropriate to check the rate of population increase of your province by clicking the church icon in the information window. If the population growth is negative you have either chosen a very poor location for the colony or your country has a low stability. Note that growth also is dependent on the size of the colony, i.e. if you send more colonists and thereby increasing the population, you will also increase the growth rate, and the chance of success at your next attempt at colonization will increase. It's a good thing to have colonies, but developing them into towns is even better.

The Treaty of Tordesillas — A Historical Event

The Treaty of Tordesillas formalized the decree of the Pope that the world west of the Azores should belong to Spain and that the eastern half should belong to Portugal. The dividing line was later moved to the west of the Cape Verde islands, allowing Portugal to keep its possessions in Brazil. The world was also divided in the Pacific to let Spain keep the Philippines. Portugal got everything west of the line and Spain everything to the east. The borders of the Treaty can be seen on the map, i.e. the one you use when you want to send colonists.

The Treaty of Tordesillas ceases to be valid

when the Edict of Tolerance occurs (see Four Important Events).

Explorers and Conquistadors

Explorer and Conquistadors are often absolutely necessary if your country is to become a real colonial power. Explorers explore sea zones that are Terra Incognita, and conquistadors explore provinces that are Terra Incognita.

Note that there are areas that are Permanent Terra Incognita that may never be explored. When a country reaches Naval Technology Level 21 and Land Military Level 11 any "normal" commanders may discover provinces and sea zones that were previously Terra Incognita, but it takes much longer, when compared with explorers and conquistadors.

Conquistadors and explorers also have some unique abilities, which is why they are called specialists and not commanders. Conquistadors and explorers provide lower attrition rates for their respective fleets and army units. This is due to their personal courage and excellent ability to lead these units into the unknown. Conquistadors also receive a bonus in pitched battles against natives, due to the better weaponry of the Europeans, and the ability to turn cultural beliefs about gods and myths to their own advantage. Finally, the conquistadors have a nasty ability to spread disease among the natives in the provinces through which they pass.

Note that the measles, smallpox, and the common cold were some of the most important reasons why the Europeans managed to establish control over North America. Note also that none of the special values have any effect in Europe and that the power value is a lot lower there than beyond the borders of Europe.

Note also that explorers need to get ashore from time to time; otherwise they will wear out and disappear. A good tactic is to establish colonies here and there, so that your explorers do not have to travel far every time they go to explore Terra Incognita. Regarding the con-



quistadors it may be a good idea to develop at least one colony into a town in every important region or continent you try to explore, as you may then periodically increase the army of the conquistador, as even these units suffer attrition.

As the conquistador increases the chance of a successful attempt at colonization, it may be a good idea to return with a conquistador to a colony when you want to speed up the development by sending more colonists. Remember that it may be a good idea to "claim" a province you can't afford to colonize by establishing a trading post, as the trading post is both cheap and easy to establish.

Colonial Growth and Economic Consequences

We have mentioned that the populations of your provinces grow over time. The population of a province grows or declines on a monthly basis, with growth depending on the population growth factor of the province. The only difference between a province with a town

and a colony is that the colony has a lower population growth due to its smaller size. Other than that all growth factors are the same.

Whether it is best to concentrate on a few colonies and develop them into towns as fast as possible, or to go for more colonies that partly run themselves and let them develop over time with the population growth, is not an easy question to answer. It all depends on the style of the player, the position of your country on the map and what the other countries are doing, where your colonies are located, et cetera.

The important thing to keep in mind is that a good balance between trading posts and colonies is very profitable for your nation, as you receive higher income from both production and taxes, and from trade. Trading posts compared with colonies provide higher revenues in a shorter period of time at a lower price. The only problem is in defending them. Another good point is that, no matter what strategies you choose, you always have to find a way to defend your possessions. Remember that if, for example, you have decided to colo-

nize North America, (between 50 to 100 colonies) with Level 1 colonies, and if you have not deployed any army units or fleets as protection, your transatlantic empire will be a quick and easy target for any of your neighbors. Even computerized countries enjoy free lunches.

Protecting Your Colonies

As has been mentioned earlier, colonies and trade centers need protection. The attrition rate of the army units are often very high in provinces with trading posts and high in provinces with colonies and for this reason it is often a good idea to expand a colony into a town, preferable in a province within marching distance of your other colonies and trading posts. You may only recruit army units and build ships for your navies in provinces with towns. Unless you want to transport a great number of army units that are rapidly worn out all over the oceans, it is important that you try to create a small, civilized zone in an ocean of colonies.

It is also appropriate to base naval forces at strategic points along your new provincial coasts, in order to fight pirates and to ward off enemy troops. We should mention that a trade station may never provide the province with a port, which in some regions (i.e. Africa) means that you may have to build colonies in less profitable locations if you want to be able to sail from Europe to India or Asia, or if you want to be able to defend any of your trading posts in Africa.

Note that diplomacy is a natural tool for protecting your colonies and trading posts. If for instance the Netherlands were creating a small trade empire with unprotected colonies and trading posts spread all over the world, it would be wise not to make enemies with powerful neighbors like Portugal.

Technology and Development.

To Develop Over Time

This game starts in the late Middle Ages when armored knights, crossbows, and halberds ruled the battlefield. Then comes the renaissance with the first firearms and the drill. It ends with the late baroque period with well-trained and drilled mass armies in perfect squares and scientifically formed sieges. Under such conditions it is of utmost importance that you develop over time.

Your nation has four areas of technology. Research is automatic in these areas and the level of technology in each field increases over time. This basic research is slow, but may be improved by investments. This means that you may choose how much of your monthly income you want to spend on research in the various fields on a regular basis, but you may also directly invest in one or more areas of research. The direct investment cost 200 ducats and provides a technology advancement equal to 100 ducats spent over time. Note that you may only invest directly in a field of technology once a year. All investments are made in your state account. When enough research has been made within a field the level increases by one step. If your nation has reached the maximum level in a field of technology at the end of the game, all investments in that area are transferred to the treasury.

The four fields of technology are Land military technology, Naval military technology, Trade level and Infrastructure.

Besides the investments mentioned above, research is influenced by the military and administrative skill of the monarch with reference to trade and infrastructure, which both influence the land and naval military technology. Also, you receive a negative research bonus for every trade embargo your country has received, as it prevents influence and impulses from abroad. The levels of your neighbors in those areas influence all areas of technology. It

is also linked to the technology group of your country, which will be explained later. Finally, research is cheaper if your country is small (containing fewer provinces) than if your country is large (with more provinces), as applying and coordinating research and introducing the results need more time in larger countries compared with the smaller ones.

Note that every consecutive level of technology becomes more expensive over time. This is due to inflation and the increase of your income, as well as due to the fact that innovations in time become more highly advanced and need more resources. Technology does not really advance until the Industrial Revolution.

To Invest in Stability

Stability is not technology as such, but as we mentioned earlier, it is a generic term for the political and social state of your country. You may divide your monthly income as "investments" in stability or you may make point contributions in the same way as in the other technological areas. This investment is actually the cost of countering and pacifying various upset social groups. It should be noted that when your country's stability reaches its maximum (+3) the entire sum invested each month is paid out in real ducats instead. It is therefore wise to watch this development, in order to reset the distribution of your investments so you won't get unnecessary inflation.

Areas of Technology and Research.

There are four areas of technology in the game; Land military, Naval military, Trade and Infrastructure.

Land Military Technology concerns the innovation and change of weaponry and equipment; e.g. firearms, standardized uniforms and new systems of maintenance and support, but also tactical and strategic developments such as formations and the introduction of the dragon on the battlefield. Sometimes advances in natural science may have immediate effects on warfare. Your land military technology affects all of your army units. The higher the level is,

the higher the firepower, the shock effect, and the morale of your units will be. It should be noted that in pitched battles, the most important factor is the relative strength of the opposing forces.

Naval Military Technology comprises innovations and changes in weaponry, equipment and new types of ships, e.g. new naval artillery types, roping and rigging in new materials, new navigational techniques, or the introduction of the frigate as a heavily armed vessel etc. Also included are tactical and strategic advancements such as new flag signaling systems, new battle arrays and new improved ways of maneuvering.

Sometimes advances in natural science may have immediate effects on naval warfare. Your naval technology affects all your fleets. The higher the level is, the higher the firepower, the shock effects and morale of your fleets, along with a better ability to use the winds and the sea will be. As with pitched battles, the important factor is the relative strength of the opposing forces.

Trade is not technology in itself, but a development and refinement of the rules and methods that make trade more effective and profitable. Examples are transportation, measurements, and systems for credit, bookkeeping, administrative and financial innovations like companies and insurance, and the right of commerce. Trade technology affects the income of trade and the competitiveness of your merchants.

Infrastructure is not technology either, but a generic term covering the changes in society, which increase governmental influence and efficiency of the economy. The systems of transportation are another example. Additionally we should mention factors such as new improved systems for taxes and fees, a functional national banking system, the bureaucracy of the state management, partitioning of land and crop rotation, and changes in the guilds. Infrastructure affects all your income except trade revenues.



Cultural Technology Groups

The game contains four technology groups: the Exotic, Orthodox, Moslem, and Latin groups. Each nation belongs to a technology group, which may never be changed. You may not change technology group by changing your state religion, as there are more factors involved than just religion. The technology groups represent the different political and social attitudes, along with cultural and religious beliefs about and against new technology. The difference between the technology groups is the rate of research. The groups are listed below in technological order of effectiveness (from the slowest to the fastest).

Exotic: All non-European nations having neither Moslem nor Christian state religions, along with the Nubians and the Mughal Empire.

Moslem: All nations with the Moslem state religion except the Nubians and the Mughal Empire.

Orthodox: All nations with the Orthodox state religion, including Hungary, Poland-Lithuania, Moldavia and Wallachia.

Latin: All other nations.

Investing in Factories

Your nation may invest in factories, which are specialized buildings of great importance to your nation. Historically we may show that the number of proto-companies and proto-industries determined the relative importance of the various regions of Europe in economic, political, and social status. A factory turns your province into one of the important regions. You may only build one factory in each province.

Factories provide a monthly income, as has been discussed above. Additionally they affect research in their respective fields of technology, lessen the risk of rebellion, increase the demand for certain goods, and increase the rate of population growth in the province where the factory is located. There are five buildings

that are called factories: refineries, naval equipment factories, fine arts academies, weapons factories, and goods factories.

The refinery was usually a semi-governmental distillery, which could produce alcoholic beverages at a reasonable price and in much higher quantities than at home. Lots of liquor became important export goods to foreign countries and colonies. Liquor also became a part of the social intercourse among both high and low. The calming effects of the intoxicating beverages lessened social anxiety and increased the fighting ability of soldiers and sailors during harsh conditions. You may build refineries when you have reached technology level 2, providing an extra monthly income if the refinery is placed in a province producing sugar or wine. Every refinery provides a research bonus in Trade.

Naval equipment factories were a number of smaller factories producing rope, rigging, treated hemp and flax and sails. Naval equipment factories are necessary if you want to achieve the status of naval nation, because all of these goods are in demand if you are going to build ships. The naval equipment factory may only be built when you have reached naval technology level 5, providing an extra monthly income if it is built in a province producing naval necessities or fish. Each factory you build provides a research bonus in naval military technology.

The fine arts academies were not actually places of manufacture, but places where the atmosphere and environment were designed to attract artists such as singers, philosophers, historians, academics and learned men. The fine arts academy also contains a number of things,

which attract these people, such as universities, theaters, opera houses, churches, and magnificent castles and palaces. They had immaculate botanical gardens, and you could also find the occasional triumphal arches.

A fine arts academy may be built when you have reached infrastructure level 4, and it provides an extra monthly income if you build it in your capital province. Each academy provides a research bonus for stability.

The weapons factories consisted of a number of different production facilities. These were advanced furnaces, smithies, and foundries, and they could also contain mines and facilities for ore processing. To have a weapons factory is a definite plus in the technological struggle for advantages on the battlefield. Weapons factories may be built when you reach land military technology level 17 and they provide an extra monthly income when building in provinces producing iron or copper. Each factory provides a research bonus in land military technology.

Goods factories are a generic term for all the specialized smaller workshops producing goods for export. Mostly these include refined cloth, cotton, and tobacco, but other luxuries may also be included, such as ivory, furs, spices, and oriental goods, or even the packaging and handling of fish, sugar and salt. The spread of the goods factories comprised the origin of industrialization, a catalyst for huge trade volumes and capitalism in general. Goods factories may be built when you reach infrastructure level 6 and each provides a monthly income if built in provinces producing cloth, cotton or tobacco.

Each factory also provides a bonus in research in the area of infrastructure.

Monarchs

Stimulating Development

The development of your country is affected by a number of factors. It is affected by everything you may do that is described in this text, along with everything that your opponents are doing and how they are reacting. We have mentioned earlier that you are playing the man behind the throne, "the gray eminence." This means that the monarchs of your country are succeeding each other over time. The qualities of your monarch affect the development of your country in a number of areas. Each monarch has a military, an administrative, and a diplomatic skill.

The military skill provides a continuous bonus in research in both land and naval military technology. Note that a monarch does not have to be skilled on the battlefield to obtain a high level of military skill, but may be a reformer with strong interests in technological and organizational development. Examples of such monarchs are the Swedish king Charles XI and the Ottoman sultan Süleyman the Great. If the monarch is a great leader on the battlefield, your country will then gain a supreme commander in the monarch. Note that the monarch may die prematurely in battle on land or at sea, just like ordinary commanders. If this happens, governmental control is taken over by regency. Andrea Doria, a leader of the Genoese Republic, Jan Sobieski, a Polish-Lithuanian king, and Gustavus II Adolphus, a king of Sweden, are examples of such monarchs.

The administrative skill provides a continuous bonus in research for infrastructure and trading technology, along with an investment bonus for stability.

The Administrative skill affects your foreign political relations every time your country is involved in diplomatic activities. The higher the skill of your monarch, the greater the chance of making successful suggestions will be.

Epochal Events

There are monarchs and there are monarchs.

In the game, some monarchs are joined in what are called "epochal events." This simulates the exceptional dynamics of your country during the period. Below is a list and description of the monarchs and statesmen who automatically provide epochal events. These events are in fact random events, which are no longer random, but happen automatically during each reign. Exactly what these events are will not be revealed here, as you will have to play to find out.

Süleyman I

Country: The Ottoman Empire

Skills:

Administration: 9

Military: 8

Diplomacy: 7

Period of reign: 1520-1566

Type: Monarch

Süleyman the Great, or "the Magnificent" as he was also known, was the son of Selim I, and gained power in a fast and bloody coup. His brothers, who lost all their influence in the coup, were executed, just like Ottoman custom dictated. His 46 years as a ruler is regarded as a very glorious period in Ottoman history, and posterity often calls this the golden age of the Ottoman Empire. He was a highly skilled administrator and lawmaker, and he also reformed the economy, financing system, and the bureaucracy. He also sped up the incorporation of European technology in the Ottoman Empire. After having reorganized and modernized the Ottoman armies, the great conqueror launched thirteen great military campaigns. These added Serbia, Rhodes, Hungary, Iraq, Moldavia, and Azerbaijan to the realm. Parts of Hapsburg Austria and Persia were also conquered. At the same time the Ottoman fleets were spreading terror throughout the Mediterranean. The Christian nations in the area were highly concerned about ending up under the scepter of the sultan. He also negotiated with François I of France, who regarded Süleyman as a bulwark against Austrian hegemony. Until his death in 1566, Süleyman – and thereby the Ottoman Empire – was perhaps the most important arbitrator of Europe.

Henry VIII

Country: England

Skill:

Administration: 7

Military: 8

Diplomacy: 6

Period of reign: 1509-1547

Type: Monarch

As the son of Henry VII, the founder of the Tudor dynasty after the War of the Roses, the most important goal for Henry VIII was the survival of the dynasty. To reach his goal he married six times in order to provide the English throne with an heir. Henry VIII was a monarch of his times and he was very proud of his court and its splendor, but he nevertheless took care of the political, economic, and religious problems facing England. He very skillfully used the animosity between Spain and France, and allied himself sometimes with the one, sometimes with the other. As an administrator, Henry managed very well in his work to pull England out of the economic misery it had fallen into after the War of the Roses. He chiefly supported the production of wool, and it would later become the foundation for England's prosperity, as this wool was then exported to the Flemish cities, which turned it into cloth, dyed it, and sold it. Because of this economic connection, England would later on show a great interest in the Dutch struggle for freedom.

Charles V

Country: Spain and Austria

Skill:

Administration: 9

Military: 8

Diplomacy: 6

Period of reign: 1516-1566

Type: Monarch

Charles was the leading man of the house of Hapsburg, and as son of Philip the Good and Joan the Mad he came to inherit a realm where the sun never set. From his mother he inherited Spain, southern Italy, and The New World to the west, and from his father he inherited Aus-

tria, Bohemia, Hungary, and the Netherlands. In Austria he was Charles V but in Spain he was known as Charles I.

Charles was a very pious Catholic and spent most of his time fighting the Protestant heretics in Germany and the infidel Turks in the whole of the Mediterranean region. He also launched an attack against the Barbary States of Algeria and Tunis, and although the attack failed, it did not affect his rising star. His greatest victory was against France in Italy. The French had invaded this region and Charles defeated François I at Pavia in 1525. The struggle against the French fared worse at his northern front in present day Belgium and Lorraine, and this may have been the first signs showing that his realm was far too big and too diverse. In 1566 he abdicated, bitter about his setbacks in the religious conflicts in Germany. The empire was split between his brother Maximilian of Austria and his son Philip II of Spain. Charles returned to his beloved Spain where he spent the last of his days praying in the monastery of San Yuste.

François I

Country: France

Skill:

Administration: 8

Military: 9

Diplomacy: 5

Period of reign: 1515-1547

Type: Monarch

When Louis XII, also called the spider king, died in 1515, his sons were long since dead. As France had an order of succession preventing women from inheriting the throne, François de Valois-Angoulême, the son of a second cousin, succeeded to the throne. He was crowned in 1515 as François I. He was imbued with the chivalrous and knightly ideals of the earlier generations, and the legendary Bayard had dubbed him a knight directly on the battlefield at Marignano in 1515. He was also without scruples as a diplomat and politician, who made alliances with both the heretic Protestants of Germany and the Moslems. François

was also a leading personality in the field of culture and a protector of the arts, with a passionate interest in the Italian renaissance. François was less successful in his wars against Charles V and left his nation in chaos at his death in 1547. Maybe he should be excused as France had actually fought several wars against one of the greatest empires of the world without losing as much as an inch of his lands.

Ivan IV

Country: Russia

Skill:

Administration: 4

Military: 9

Diplomacy: 8

Period of reign: 1533-1584

Type: Monarch

Ivan was born in 1533 and his mother Elena ruled the nation from when he was three years old until he ascended to the throne as czar of all Russia in 1547. He was a highly skilled and active organizer and reformer, and set up the Streltser Guard (infantry in the west European style equipped with firearms), and managed to expand the realm south (Volga) and east (Kazan and Siberia). He failed to make inroads in the Baltic counties or Finland, but in all probability laid the foundation for the strategic dogma which influenced all later czars, namely to gain ports in the west. Ivan is often given the epithet "the Terrible." It is true that he reigned with terror chiefly against the powerful nobles at the end of his period, but it should be noted that his mother "disappeared" when he was only eight and that during the next decade he lived in fear of the nobles who had pushed him aside and humiliated him. He also accused them of the death of his beloved wife Anastasia in 1560. His violent behavior seems to have its origin in the senile dementia Ivan acquired toward the end of his life. The fear of forgetfulness and the hate he felt for the nobles could well have been the offsetting factors. His death in 1584 was followed by a long period of anarchy in Russia.

Mehmet Sokullu

Country: The Ottoman Empire

Skill:

Administration: 9

Military: 6

Diplomacy: 6

Period of reign: 1564-1579

Type: Statesman

Mehmet Sokullu was Sadr-I azam or "grand vizier" in the Ottoman Empire. Sokullu Pasha, as he most often was called, was a very righteous and loyal administrator, which was rather unusual during the period. Mehmet partially reformed the financial system of the Ottoman Empire and made the state less dependent on the feudal system. He also managed to reconstruct the finances after the costly wars of Süleyman the Great. At an early stage he also understood the fact that the naval forces of the country were not up to the task of expanding its dominion at sea in the Mediterranean and then keeping it without upgrading the technology. Unsuccessfully he tried to convince his ruler, but Süleyman's continued naval warfare resulted in the battle at Lepanto in 1571, which turned into a strategic loss for the realm.

Elizabeth I

Country: England

Skill:

Administration: 8

Military: 6

Diplomacy: 8

Period of reign: 1558-1603

Type: Monarch

Elizabeth was the daughter of Henry VIII and Ann Boleyn and succeeded her half brother Edward VI and her half sister Mary on the throne. Elizabeth was a strong monarch with the same spirit as her father and grandfather, a true Tudor. Under Elizabeth's firm leadership England developed from a backward land of farmers on the outskirts of Europe to a nation of merchants and seafarers. It was also during her reign that English explorers and adventurers, like the Cabots, father and son, and Sir Francis Drake, sailed the oceans. She also es-

tablished trading companies for trade to the West Indies, the Far East and India. The manufacture of wool was developed further with different protectionist measures and special trading companies. Elizabeth ruled with an authority that resembled the autocracies later developed on the continent. Autocracy never got a foothold in England, mainly because of its strong parliament, but during the reign of Elizabeth, decisions were often made by royal decree and within the Privy Counsel without passing through parliament. This way of ruling worked during the reign of Elizabeth, as the nation faced strong and powerful neighbors like Spain and France, but after the destruction of the Armada in 1558 and the death of the queen in 1603, the conflict between the new Stuart dynasty and the parliament increased. This would eventually be the catalyst for the coming civil war.

Richelieu

Country: France
Skill:

Administration: 8
Military: 7
Diplomacy: 9

Period of reign: 1624-1643
Type: Statesman

Armand Jean du Plessis, the cardinal Richelieu, was 39 years old when he was accepted into the council of ministers through the widowed queen, Marie de'Medici. Four years later he was the prime minister of Louis XIII. His greatest accomplishments in domestic politics were the elimination of resistance against the crown among the dukes and princes, and the abolition of the privileges of the Huguenots, enjoyed since the religious peace of Henry IV. He was also a man of progress who supported colonial expansion, non-European trade, and the founding of a permanent royal navy. His best characteristic was perhaps his exceptional diplomatic skill. The intricate game he played during the Thirty Years War is a prime example. With subsidies he managed to maintain an effective Swedish offensive, which seriously

threatened the power of the Emperor, and made France finally enter the war against the Emperor in 1653. France entered as an individual participant that made it independent of the fortunes or misfortunes of the other nations. His goal was to reduce the power of the Hapsburg dynasty and prevent the surrounding of France; for the most part, the great cardinal was successful in this.

Olivares

Country: Spain
Skill:

Administration: 8
Military: 7
Diplomacy: 7

Period of reign: 1621-1643
Type: Statesman

The Count of Olivares led the Spanish government under the reign of Philip IV between 1621 and 1665. Philip IV ascended the throne as king at the age of 16. He was a talented youth and more interested in culture than politics, which gave Olivares quite a free hand. Olivares was a brilliant man, a cunning statesman with a hard grip. Poetry, literature (Calderon), and art (El Greco, Velasquez, and Murillo) flourished. Spanish fashion and customs spread rapidly across Europe. In its politics Spain fared worse, mainly because the country no longer had the resources of a few decades earlier, but also because Olivares tried to accomplish too much in too short a time. He quickly involved Spain in the Thirty Years War on the side of the Emperor and the Spanish troops were considered the best in Europe at the beginning of the war. At the same time he started a re-conquest of the Netherlands. When the Holy Alliance started to lose ground and it was seen that Spain couldn't retake the Netherlands the situation turned chaotic. Spain was paralyzed by rebellion and in 1640 both Catalonia and Portugal broke free of the kingdom, although Catalonia was recaptured in 1652. The treasury of Spain was emptied and the nation was exhausted by the wars. Olivares was dismissed. It should be noted that

many of the Spanish problems were based on economic reasons, or depended on the poor strategic position of Spain, for which Olivares should not be blamed.

Gustavus II Adolphus

Country: Sweden

Skill:

Administration: 8

Military: 9

Diplomacy: 9

Period of reign: 1611-1632

Type: Monarch

Gustavus II Adolphus was crowned in 1611 at a time when Sweden was in the middle of a raging war. He was a magnificent and refined, but slightly choleric, gentleman who had inherited many of the traits of his grandfather, Gustavus Vasa. His goal was to bring order to the domestic politics and to stop Russian expansion and the Danish attempts at recapturing Sweden. These political goals later developed into a desire to control the sea and to create a Swedish influence in Protestant Germany. Sweden reached peace with Denmark in 1613, with Russia in 1617, and agreed to a cease-fire with Poland-Lithuania in 1692, all of which provided Sweden with a political breathing space, some new provinces, and customs income from a number of Polish ports. This gave Gustavus II Adolphus a chance to engage in the Thirty Years War. It was a war that, for a short period of time, turned Sweden into a great power, but also resulted in a number of neighbors lusting for revenge. Gustavus II Adolphus reorganized and made the military more effective, and thus provided Sweden with one of the strongest armies of the century. As a man he was always at the center of events, and died in battle one foggy morning at Lützen. He was the last of the Vasa dynasty, as his daughter Kristina left no heirs, and after a short reign she abdicated and left Sweden for Rome and Catholicism.

Axel Oxenstierna

Country: Sweden

Skill:

Administration: 8

Military: 8

Diplomacy: 8

Period of reign: 1612-1654

Type: Statesman

Count Axel Oxenstierna was born in 1583 and started his career in the service of the state as early as 1602. In 1612 he was appointed lord high counselor and became the right hand of Gustavus II Adolphus. In many ways he was also the king's teacher in economic and diplomatic matters, but his influence did have limitations. He did not manage to stop the king from entering the heavy strife over religion that developed into the Thirty Years War. After the death of the king in 1632 he took control over Sweden and the Protestant Union. He also managed to get Richelieu's France to intervene in the conflict. Initially he also had a strong grip on domestic politics, but lost everything when queen Kristina abdicated, something he was dead set against. He died in 1654, only a short time after the coronation of Charles X Gustavus.

Colbert

Country: France

Skill:

Administration: 9

Military: 8

Diplomacy: 8

Period of reign: 1661-1683

Type: Statesman

Jean-Baptiste Colbert was born in 1619 and was appointed counselor of the exchequer in 1661 by Louis XIV. Colbert created a uniform French economy in the modern sense. His state-controlled economy resulted in better systems for taxation, systematic budgeting, and budget follow-ups. Colbert was also one of the first economy theorists. By defining the workings of the economy he was able to influence the economy profitably. In this sense Colbert created the economic and political theories

that today are known as mercantilism. In accordance with this he strove to maintain trade balance by supporting exports and introducing tariffs on imports. He encouraged and increased the efficiency of domestic trade by building roads and canals, by abolishing local tolls, and the introduction of state monopolies. He subsidized manufacturing, supported trading associations, and forbade emigration to areas other than Canada, etc. He supported the royal navy, the merchant fleet, and the national shipbuilding industry. The main weakness of mercantilism was that it did not strive to encourage any increase in production. When Colbert died in 1683, his son Colbert de Seignelay took over until 1690. The son was a good and loyal associate but he lacked the brilliance and courtly skills of his father.

Peter I

Country: Russia

Skill:

Administration: 9

Military: 9

Diplomacy: 9

Period of reign: 1682-1725

Type: Monarch

Piotr Alexeievitch was the son of Fyodor III and succeeded him to the throne in 1682, at the age of 10. His half sister Sophia was not pleased and through a palace coup she placed his mentally ill half brother Ivan V as co-regent. She herself ruled Russia from behind the throne with her lover Vasilij Golitsyn. When Ivan died in 1689, Peter took over as ruler. His goal was to expand Russia and to succeed where his predecessors had failed. He made a trip to Western Europe in 1697-98 and it probably gave him the practical ideas needed to improve the technology of Russia. Throughout most of his reign he was busily making war. Before the Great Nordic War he was conquering lands around the Black Sea. During the Great Nordic War he conquered the Baltic, and the battle of Poltava is considered one of the most important battles in Russian military history. The victory marked Russia's position as a

European nation and one of considerable strength. His reforms were mainly aimed at creating a powerful and skilled army, but it provided a number of positive side effects. The reforms concerned trade, production, politics, military organization and the establishment of a navy. Many are of the opinion that Peter the Great, as he was called later, was the greatest of all the Russian czars.

Köprülü

Country: The Ottoman Empire

Skill:

Administration: 9

Military: 7

Diplomacy: 8

Period of reign: 1656-1661 (Mehmet) and 1661-1676 (Ahmed)

Type: Statesman

Mehmet Köprülü was born sometime between 1557 and 1580 in the small village of Radnick in Albania. His parents were Christian and as a young boy he was recruited by the devsirm system (Christian boys without clan loyalties were collected at a very young age and brought up as warriors and good Moslems). He started his career as a cook and advanced to the ministry of finance, where his competence soon made him pasha of central Anatolia, where he before long he earned a reputation of being a very fair and disinterested administrator. This was relatively unheard of in the Ottoman Empire during the period, as local clans were quite powerful. You needed great integrity and social competence to rule a province with authority. As governor of Damascus he was brought to Rum on the 15th of September in 1656 and entered the role as sadr-i azam (grand vizier) by order of the mother of the young sultan Mehmet IV. Köprülü was a warrior by heart, who fought corruption and introduced many reforms, balanced the state budget, and led the nation in war against Venice. After his death in 1661, his son Ahmed the Righteous inherited the position and ruled until 1676. Other sadr-i azams, like Kara Mustafa (1676-1683), Mustafa Pasha (1689-1691) and Hussein Pasha (1697-1702) were all descendants of Mehmet.

De Witt

Country: The Netherlands

Skill:

Administration: 9

Military: 7

Diplomacy: 8

Period of reign: 1653-1672

Type: Statesman

Jan de Witt became prime minister in 1653, and the Netherlands experienced a golden age during his rule. Jan also spent the greatest part of his life fighting the power of the house of Orania. This struggle can be viewed in the light of the battles between parliaments and the royalty of other nations, but the house of Orania was the "stathouder," which was more like supreme commander of the military, rather than royalty. In 1667 Jan managed to get his bill of exclusion directed at them, thereby eliminating their influence from the affairs of the state. This would later backlash when the Netherlands declared war on France, as the family returned and he himself was imprisoned. On the 20th of August 1672 Jan and his brother Cornelis were lynched by a mob incited by de Witt's political adversaries.

Louis XIV

Country: France

Skill:

Administration: 6

Military: 9

Diplomacy: 8

Period of reign: 1643-1715

Type: Monarch

Louise XIV inherited the throne from his father Louis XIII at the age of five. A rebellious nobility and civil war threatened France during the early years of his reign. When he personally came to power he ruled as autocrat. "I am the State," is an expression that has been attributed to Louis XIV. The expression "We'll see," which he used systematically to always get the last word, is more interesting. During the period the palace at Versailles was completed and the royal family took residence there. The nobles had no alternative but to go there to re-

ceive their orders. Louis XIV was very pompous; he regarded himself as the Sun King, and his goal was French hegemony in Europe. The pomposity had two very real political purposes—to serve as propaganda to trump others in pomp and flare, and by limiting the influential power of the nobility on the rule of the nation by the pompous rituals surrounding the monarch. Louis XIV did not succeed with the goal of hegemony, but nonetheless managed to put his grandson on the Spanish throne. It must also be mentioned that his anti-Protestant domestic politics, which were a consequence of the autocracy, resulted in economic and humanitarian disaster. The highly industrious Huguenots left France for countries like England, the Netherlands, and Sweden, where they provided an economic renaissance. When his majesty died in 1715 at the age of 78, France was exhausted and on the verge of bankruptcy. But at the same time France had become the leading nation of culture, renowned for its fine arts, its culture and fashion. Louis XIV is probably the best-known French king throughout history.

Frederick William I

Country: Prussia

Skill:

Administration: 8

Military: 7

Diplomacy: 7

Period of reign: 1713-1740

Type: Monarch

Frederick William I of Prussia was a very competent organizer who shunned all unnecessary expense, except when it applied to military matters. It has been said that Frederick William tried to build a company of guards consisting of giants (i.e. they were all more than two meters tall) and pairing these with equally giant ladies, but to his great dismay their offspring were of normal height. Frederick William is often called the "soldier king" and more or less lived with his soldiers, because that was what he preferred. It's been said that when he was sick, he used to order his favorite regiment to

march through the royal bedchamber in full parade uniform. This naturally improved his mood and made him feel better. He built an army of 80,000 men that was one of the best organized and trained in Europe. He reorganized the social system, giving the junker class (the land-owning nobility) priority to the army in exchange for total obedience. The only time he used this magnificent war machinery was when he occupied Swedish Pomerania during the Great Nordic War. His son, Frederick II, had greater use of the army.

William Pitt the elder

Country: England

Skill:

Administration: 9

Military: 9

Diplomacy: 9

Period of reign: 1757-1778 (actually a recess between 1763 and 1765)

Type: Statesman

William Pitt the elder was born in 1708 and was the grandson of the English governor of Madras, India. Originally he was meant to have a military career, but he became member of the House of Commons as a representative of the Whig party and a glowing patriot. William strove to turn England into a global empire based on the supremacy at sea. He led his coalition government to victory in North America and India during the Seven Years War, despite the strong disapproval of king George II. William was forced to leave his position in 1763, which probably saved France from losing even more land than they did at the peace of Paris. William regained his power in 1766 despite his failing health and became involved in a war with France in 1778. William died the same year and was thereby spared the independence of the United States at the end of the war in 1783.

Hensius

Country: The Netherlands

Skill:

Administration: 8

Military: 7

Diplomacy: 9

Period of reign: 1688-1720

Type: Statesman

Antonius Hensius was born in 1640 and enjoyed the confidence of William II of Orania throughout his life. He was sent to Versailles after the peace at Nijmegen in 1672 to supervise the implementation of the clauses and was appointed prime minister in 1668 when William became king of England and had to move to London. Hensius was a tough negotiator and one of the greatest and most obstinate opponents of France. He was the mind behind most of the anti-French coalitions made during the late 1600s to counter French expansion. He died in 1720

Kaunitz

Country: Austria

Skill:

Administration: 8

Military: 8

Diplomacy: 9

Period of reign: 1753-1792

Type: Statesman

Count Wenzel-Anton of Rittberg-Kaunitz was born in Bohemia in 1711 and was later appointed Prince.

He was raised in the spirit of the enlightenment and he was a dutiful man of the state. Throughout his career he had the confidence of queen Maria-Theresia. After his initial diplomatic career he became prime minister of Austria, a position he held until two years prior to his death. As a specialist in alliance changes and with an acute sense for new political currents, he built a strong alliance with France against the Prussia of Friedrich II. But at the end of the Seven Years War he turned to Prussia and provided Austria with large areas of land at the first partitioning of Poland-Lithuania.

Fleury

Country: France

Skill:

Administration: 8

Military: 7

Diplomacy: 9

Period of reign: 1726-1743

Type: Statesman

Hercule de Fleury was born in 1653 and was the son of a tax collector. He made his way up in society by means of his own skills. In 1715 he became the teacher of young Louis XV, and a very great mutual trust developed between the monarch and his teacher. At the age of 73 Fleury was appointed chief minister in 1726. He held this position until his death in 1743. Fleury was loyal and honest and stood above all the intrigue of the court and strove for peace for France. During his reign France had its longest period of peace in more than 300 years.

Guilio Alberoni

Country: Spain

Skill:

Administration: 7

Military: 7

Diplomacy: 6

Period of reign: 1702-1719

Type: Statesman

Guilio Alberoni, the son of a simple gardener in Fiorenzuola of Italy, was born in 1664 and began his career in the service of a French general, the duke of Vendôme. Alberoni advanced to negotiator to the duke of Parma, when the duke married Elizabeth Farnese to Philip V of Spain. As a reward for his services Alberoni entered the center of the Spanish state administration and was appointed cardinal in 1717. Neither his politics nor his diplomatic talents helped Bourbon Spain to any greater acquisitions of land. His Spanish adventure ended in 1719, when he was banished from this country. Alberoni was a talented and ambitious politician, but failed to raise Spain out of its deep recession.

Frederick II 'the Great'

Country: Prussia

Skill:

Administration: 9

Military: 9

Diplomacy: 9

Period of reign: 1740-1786

Type: Monarch

Frederick II had a very harsh childhood under his tyrannical father Frederick William I, who regularly whipped his frail son, who was interested in culture. Eventually he ran away, but when his tough-skinned father caned his little sister Wilhelmine, he gave up and reconciled to the will of his father. Frederick was an enlightened monarch, but also a warrior. He successfully led his father's army during the Austrian War of Succession (1740-1748) and he thoroughly learned the art of war, which gave him the epithet Frederick the Great. He was one of the greatest field marshals in history. His qualities on the battlefield were definitely shown during the Seven Years War (1756-1763), when he used inner lines and tactical offensives. This gave him many victories and he also avoided many losses if the war itself was one he could not win. Frederick was also a skilled diplomat and among other things he produced the Machiavellian plan to divide Poland. He also enjoyed culture, was a personal friend of Voltaire, and a good example of a typical enlightened despot.

Robert Walpole

Country: England

Skill:

Administration: 8

Military: 7

Diplomacy: 9

Period of reign: 1721-1742

Type: Statesman

Robert Walpole, the count of Oxford (1676-1745), was appointed minister of war in 1708, but was compromised by a number of scandals, and he lost his position. When the house of Hanover came to power in England he re-

gained his position as minister and pursued a consequent policy of balance in order to promote peace in Europe. He dominated politics in England from 1721 to 1742 as First Lord and Exchequer, a post that later developed into the present office of prime minister.

Charles XII

Country: Sweden

Skill:

Administration: 6

Military: 9

Diplomacy: 5

Period of reign: 1697-1718

Type: Monarch

Charles XII became king at the age of 15 in 1697. He was a bold and sometimes quite stubborn ruler. Charles was less skilled as a diplomat. He liked the simple life of a soldier and had great problems with the refined flattery and ramblings associated with diplomacy. To this may be added his strong religious convictions, which at times may have swayed his decisions at certain points. He was an excellent field marshal who often used the superior tactics of shock, and his greatest victory may very well have been the one at Narva where his 10,000 Swedish soldiers met 36,000 Russians and won an overwhelming victory. The defensive battles against Denmark, Poland-Lithuania, and Russia were too great a task in the long run. The invasion of Russia was a high-risk campaign, which turned bad. His greatest chance at maintaining and supporting his troops was to be found in the Ukraine, but Peter the Great beat him to it and Charles XII had to make do with wagons of provisions that slowly rolled across the almost endless country. After the battle at Poltava, the greatest victory of Peter the Great, Charles fled to Bender in the Ottoman Empire where he tried to gain the support of the Ottomans, which succeeded in 1711, when the Ottoman Empire attacked Russia. Nothing was accomplished by the war, and after peace was signed Charles XII was

banished from the Empire. He returned to Sweden in 1715, and in 1716 and 1718 respectively, he launched two invasions against Danish Norway in order to kick Denmark out of the enemy alliance. On The 30th of November 1718 a bullet from outside the Norwegian fortification at Fredrikshald killed him. As Charles had no brothers the crown went to his youngest sister, Ulrika Eleonora, who together with her husband Frederick of Hessen-Cassel made peace with all of the enemies of Sweden. The nation lost almost a third of its holdings and its status, as a great power was lost.

Catherine II

Country: Russia

Skill:

Administration: 7

Military: 7

Diplomacy: 8

Period of reign: 1762-1796

Type: Monarch

Jekatrina II, who also was called "the Great," was a princess of German origin who married the czar Piotr III. She managed to win the love and respect of her people by converting to the Orthodox faith, by supporting the church and fighting the pro-Prussian politics of her. He was probably mentally ill and indulged in a number of atrocities, which were directly offensive to the people surrounding him. In 1762 Katarina launched a successful coup and then ruled without hindrance after the execution of her husband. During her reign Russia reached its greatest expansion after having conquered the Crimea in 1783, Odessa (1774 and 1791), northern Caucasus (1786) and in the west the three partitions of Poland (1772, 1793 and 1795). The only major threat to Russia during the period was the Pugatchev revolt in 1773-74. Catherine was a typical enlightened despot, who exchanged letters with Voltaire. She turned a major part of the government over to her lover Potemkin.

Oleg Potemkin

Country: Russia

Skill:

Administration: 9

Military: 8

Diplomacy: 9

Period of reign: 1772-1796

Type: Statesman

In the year of 1772 the great prince Oleg Potemkin became prime minister and the favorite of Catherine the Great. This happened immediately after her former favorite, Gregorij Orlov, had been dismissed from office and was forced to retire. Potemkin is mostly known for the conquest of the Crimea and his talents as an administrator. He increased the development in the more backward southern parts of the empire. He was also a highly skilled political leader and must have been rather loyal and dependable as he held the confidence of the Empress, and actually retained his position when she left him for a younger lover.

Stefan Batory

Country: Poland-Lithuania

Skill:

Administration: 5

Military: 5

Diplomacy: 3

Period of reign: 1574-1586

Type: Monarch

In 1574 King Henri de Anjou left the country and declared it as a republic of nobles with an elected king. Poland-Lithuania was facing chaos. Czar Ivan IV of Russia, Emperor Maximilian II of Austria, and Johan III of Sweden all tried to seize the throne, but it was the Prince of Siebenbürgen (Transylvania) who eventually claimed it, much to Poland-Lithuania's joy and fortune. Stefan became an unusually powerful ruler, who both managed to keep the nobility at bay and successfully maintained the interests of Poland-Lithuania on the Baltic. When he was elected king in 1575 he immediately made sure that his brother Christopher could succeed him in Siebenbürgen. He then launched a quick campaign to pacify Poland.

After reinforcing the army with Cossack units and sending a suggestion of peace to the Ottoman Empire he attacked czar Ivan IV, whose forces were trying to capture the Baltic holdings of Poland-Lithuania. This war is often called the Livonian War and ended in 1582 when Russia had to recognize the rightful holding of Polotsk and Livonia. Stefan had a very faithful and loyal associate in his statesman and field marshal, Jan Zamoyski, who helped him reinforce royal authority and of course aided in the wars. Stefan Batory was a strong-willed man and also an ardent Catholic. Personally he had a very tolerant view of the other religions of his realm. Nevertheless he gave some support to the Counter Reformation, which met with great resistance among the people. He also had to fight difficult battles of domestic politics to reinforce royal power, but he never let these problems stop him from fulfilling his ambitious plans of expansion. Stefan's goal was to unite Poland-Lithuania, Russia and Siebenbürgen under his personal leadership. His advanced plan of a war against Russia and the Ottoman Empire was stopped only by his own death. Stefan is regarded as the most ambitious monarch in the entire history of Poland-Lithuania.

Wladyslaw IV Vasa

Country: Poland-Lithuania

Skill:

Administration: 7

Military: 6

Diplomacy: 4

Period of reign: 1632-1648

Type: Monarch

Wladyslaw was born in Krakow on the June 9, 1595, the son of King Sigismund of Poland-Lithuania and Sweden, and he was the crown prince of Sweden for almost six years. When he turned fifteen his father managed to have him elected czar of Russia, which was a step on the way to conquering all the Russians by force and converting them to Catholicism. The throne was not held for long as the "time of troubles" in Russia ended shortly after he had ascended,

and instead Michail Romanov took the throne. During his youth he participated in many Polish wars and acquired a lot of military knowledge. His most important meeting was perhaps the one with the Spanish field marshal Spaniola, who taught him the value of having a well-trained military. The country suffered during the rule of his father, an obstinate and humorless man, with extreme religious politics and many failed wars. As king, Wladyslaw healed many of the wounds his father had inflicted on the society of Poland-Lithuania. He was immediately forced into war against Russia and the Ottoman Empire, but successfully kept them at bay. He succeeded with his main goal, which was to create peace for Poland-Lithuania. The main solution was his modernization of the army, and from 1633 and for a long period afterward, Poland-Lithuania fought on equal or better terms than its enemies. Wladyslaw never managed to regain the Swedish crown, nor did he manage to stop the "Sejm" (the parliament) from undermining royal power within the nation. In a final effort in trying to become indispensable, he ordered the Cossacks to attack targets within the Ottoman Empire, to force them into attacking Poland-Lithuania in return, thereby placing him at the center of attention again, but these tactics failed. Broken-hearted over the recent death of his son, he himself died in 1648. That same year the Cossacks began the greatest rebellion in the history of Poland-Lithuania.

Jan III Sobieski

Country: Poland-Lithuania

Skill:

Administration: 7

Military: 9

Diplomacy: 8

Period of reign: 1674-1696

Type: Monarch

The legends tell that Jan III Sobieski was born in 1624 in Olesko in present day Ukraine on a night when the thunder was rolling and the Tartars were attacking. Jan was a typical war-

rior king with excellent qualities. He never lost a single battle after being appointed field marshal and crowned as king. He was appointed field marshal in 1668. During the 1650s he participated in many battles against Cossacks and Swedes and did so with great skill. During the 1670s he won a number of brilliant victories against the Ottoman Empire. He also negotiated a secret agreement with France to attack Brandenburg together with Sweden. This chance never materialized as the war against the Ottomans could not be interrupted, and Sweden lost two great battles in Brandenburg. After the peace with the Ottoman Empire, Jan made a compact with Austria, and in 1683 he relieved and rescued Vienna from the Ottoman armies. In two great campaigns he led his army of 65,000 men to victory. This gave him a reputation of almost epic proportions and stopped the Turkish advances in Europe. Unfortunately, Jan continued his wars against the Ottoman Empire, which hindered him from seeing the growing danger of Brandenburg-Prussia and Russia. He also avoided dealing with the domestic reforms without which Poland-Lithuania would be lost. When he died in 1696 the commonwealth was on the verge of bankruptcy, and was faced with another chaotic round of electing a new king. The Polish nobility took of that chaos during a very brief period of time. Jan III Sobieski was the last of the great kings of Poland-Lithuania; afterwards, the nation was slowly brought under Russian dominance.

Random Events

We have mentioned earlier that random events may affect your country and its dealings. There is a function in the game that randomly generates events of a kind that may affect any of the areas previously discussed. Exactly what those events are will not be discussed, as it would destroy the fun of playing the game. Random events may be of a political, economical, social, religious, or military nature, and may be either temporary, i.e. occurring between two dates, or may become permanent.

D) The Archive

To the player the archive is what the royal secretary was for the renaissance prince. All the information you might need is stored systematically in the archive. As with all other kinds of information it may initially be hard to see the forest for all the trees, but by using the archive effectively you will soon realize what a gold mine it really is. It is the only way you may see how your country fares in comparison with your opponents. When you click the icon showing a small book in the information window the game pauses and the archive opens on the last page you accessed.

The archive contains 33 pages organized in the following chapters:

Monarchs and victory points	1-4
Economy	5-16
Diplomacy	17-20
Technology	21-22
Military	23-29
Settlements	30-32

There are three ways of browsing through the pages. You may either right click on any page to get an index, where you click on the page you want to view. Or you may turn one page at a time by using the arrow keys on your keyboard. The third way is by clicking the arrow icons of the archive. You may also change chapters by clicking the icons for each chapter, which you will find below the page at which you are looking. If you do, the archive will open on the first page of the chosen chapter.

There are two types of pages—those that present data in tables, and those that display the data in graphs. To sort data into tables, just click on the corresponding column and it will be sorted according to the label. For example, if you click on Year of ascension in the Monarch table you will see the monarchs in chronological order. You may also add/remove data in the graphs by checking or unchecking the boxes at the bottom of the page. Checked boxes will show the data, unchecked will not. When many lines in the graphs are very close to each other it is often hard to see which one is which. A good tip is to check/uncheck the needed lines several times to make them blink. An example of this is the graph for naval military technology development, where the leading nations may be very close to each other in the race for new improvements.

Monarchs and Victory Points

The victory points gained and developed along with the monarchs of your nation are shown on these four pages (1-4). One graph (1) shows the victory points over time, which is also shown in a table (3) broken down by Battle, Diplomacy, Explorations, Economical development, Settlements, Missions and Peace treaties. There is also a separate table (2) showing the missions you have received and whether you have succeeded or failed, and of course your rewards in victory points. Finally there is a table (4) showing the former and present monarchs of your nation. The table will show each monarch along with an assessment of his or her ability to rule the country within the administrative, diplomatic, economic, and military areas. You will also see the year of ascension to power and the year of death, along with the number of victory points your country gained during the reign of that particular monarch.

Economy

The four first pages contain graphs showing the development of your country's wealth, inflation, infrastructure, and trade levels compared with the other great nations. All the graphs show development over time. Note that wealth is what is left when your nation's expenses have been subtracted from your income. Inflation is given as a percentage. Changes in infrastructure and trade levels are given in levels of technology levels.

The following four pages (9-12) show the income and expenses of your country, broken down by entry, and the income/expense ratio of each entry along with the figures for these from the previous and the current year.

The last four pages (13-16) deal with information in the provinces, trade, and any loans, along with the maintenance costs of your army and navy units. The provincial information contains tax revenues, the base of recruitment, production income, and specifies the main product of the province. The table may be viewed as a summary of the province's financial strength. The trade information presents a table of all the trade centers you know of, your activities at each of them, the level of competition as a percentage, the center's total trade value, and the monthly cost associated with keeping a merchant there. The loan information shows which loans you have, where they come from, the sum, the interest in absolute numbers, and percentages and their expiration dates. The table for maintenance costs shows the number of men and the monthly cost of

keeping them trained and equipped, branch by branch (cavalry, infantry, etc.).

Diplomacy

These four tables (17-20) show the other nations (friend and foe), existing alliances, along with current wars, if any. The first two tables (17-18) show your relations to other nations. The first (17) contains all the countries you know of and specifies who your vassals are, and describes your alliances. It also shows where you have dynastic connections in terms of royal marriages, where you refuse to trade, and where you have *Casus Belli* (reason for war). The other table (18) shows anyone who has a *Casus Belli* against you, trade embargos directed at you, and the nations with which you are at war. The last two tables (19-20) show both existing alliances, the members of the alliances, and the expiration dates (month and year) along with all other current wars, showing the participants of each.

Technology

These two pages (21-22) show the development of land and naval military technology over time for all the great nations.

Military

Seven pages (23-29) showing graphs and tables for commanders and experts, army and naval units, ship-building, and army recruitment, along with the total military losses of your country.

The first page (23) shows each of your commanders and specialists, giving the name, type, rank, and name of the units under his command, his year of appointment, along with his skill levels in maneuvering, battle, shock and sieges.

The following two pages (24-25) show a graph of the strength of your army in thousands of soldiers and the strength of your navy in number of ships over

time, and in comparison to the other nations. Note that each piece of artillery counts as 1000 soldiers. Following that you will find two tables (26-27) showing your armies and fleets with their respective names, provinces or sea zones, regions, and strengths. Page 28 describes army units under recruitment and naval units under construction, both in table format. The page shows the number and type of unit under construction, where it is being assembled, and when the unit will be ready for battle. Finally table 29 shows your total military losses of men and equipment up until now. It is divided into branches showing the amount lost in total, in battle, by attrition and by disbandment of units.

Settlements

The first page (30) contains a graph showing how your entire territory, your provinces, colonies and trading posts have changed over time, along with the rest of the nations. The table on page 31 gives information about your provinces. Each province is described by name, the area and greater region in which it is located, the provincial capital, its population, its base of recruitment, and the extensiveness of fortifications, and whether any other nation has taken control over it. The third page (32) shows your colonial holdings in table format. You will find its name, whether it is a trading post or a colony, and in what region and on what continent it is located. You will get information on the size of the holding, the size of any fortifications, and whether any other nation has taken control over it.

These tables can be of great help if you use them correctly. It is easy to see the advantages if you compare the amount of work you have to put in to check your status by moving around the entire map in order to spot any hostile takeovers among any of your thirty some holdings. Instead you can just right click the archive icon, choose page 32, and have all your holdings listed.

E) Historic Review

Three Points of Departure

The Year of 1492

This is a year more than five hundred years ago. It is a year imprinted upon our historic consciousness and collective view of the world. It was the year when Columbus discovered America. A new world opened up for Europe, but what constituted Europe?

Europe had experienced a relatively quiet period for approximately a century. The population was about 70 or 80 million people. The continent had not quite recovered from the catastrophic ravages of the Black Death during the 1350s. The towns had grown somewhat, but only at the expense of the countryside.

Today it is difficult to imagine what the long lost landscapes of that age really looked like, but we may assume that swamps were more prevalent, covering vast areas of northern Germany, Russia, and parts of France. The Italian countryside was very desolate and not quite as romantic as we may imagine it. The Slavic name for the Hungarian plains, which consisted of nothing more than grass and ponds, was 'puszta', which means "desolate" or "abandoned." The Muscovite deciduous forests were beginning to give way to the vast fields of oats, even if the conquest of the steppe south of Moscow had not yet begun. Along the shores of the North Sea the struggle to reclaim land from the sea had not yet had any notable success. In the far North of Europe there were vast areas of pine and spruce and fur-bearing animals, which turned hunting into an important source of income, and at the same time farming and raising cattle contributed to the clearcut areas of central Sweden. In the Po Valley and on the Spanish plains the landscape was transformed by irrigation, and the conquest of distant valleys of the vast Alpine areas continued.

Europe was still an entity with one foot in the Middle Ages and one foot in the new era. All of the 15th century, as well as the Middle Ages, were as one with Christianity. "The Empire," together with the Pope and his clerical administration, was and remained a powerful moral and spiritual force, in which people still believed, regardless of its laughably small actual power. It was primarily seen as a *Repubblica Christianorum*, *Corpus Christianorum* (a Christian Republic, a Christian Body), without any special reference to the holy Roman crown. The idea that all

sovereigns were equal became more and more accepted, as a result of the previous political power struggles between Pope and Emperor. Of course the Emperor had many problems if he chose to work with any kind of authority within the formal borders of the Empire.

Diplomacy had its origins in the Papal bureaucracy, and it developed because a hierarchy of states existed based on importance and prestige. The political organs of the kings of France, England, Portugal, Castile, and Aragon had monopolized this diplomatic function. The first important steps toward a centralized rule were taken in these countries at that time.

Economically Europe was facing a change of system. Poland-Lithuania and the Baltic area were the main producers of grain. England, Flanders, Brabant, and Northern Italy produced fabric. Northern Europe provided furs and fish. The Hanseatic League was the most important transporter of goods in the Northern half of Europe, but was on the decline. A more differentiated trade was slowly emerging throughout Europe. Venice and Genoa were the middlemen in the Southern part of Europe, with monopolies on the trade with the Levant. Northern Italy was the strongest economic center of Europe, with an enormous ability to finance production and trade. The Ottoman Empire functioned as an intermediary with trade from the Orient. This situation raised the prices greatly on goods like spices, incense, dyes, and silk.

The effect of all this meant that rich and strategically situated countries like Spain and Portugal intensified their efforts to reach India by sea in order to avoid the Ottoman middlemen. The Portuguese had already found the way to India by rounding the Cape of Good Hope, but the Spaniards wanted to find a more direct route. Columbus went looking for India when he left Europe, but instead discovered America, a continent named after the explorer Amerigo Vespucci, who was the first to claim that the new continent could not be a part of Asia. Soon Spaniards such as Cortez and Pizarro had conquered the Aztec and Inca empires. Pedro Alvarez Cabral discovered Brazil, Diego Diaz discovered Madagascar. Francisco de Almeida and Albuquerque conquered important coastal provinces in India. These discoveries and conquests broke the economic power of Venice and Genoa. Slowly but surely Portugal and Spain emerged as the economic great powers of Europe, Portugal through its control of the trade of spices and silk in India, and Spain through the silver and

gold mined in America.

Culturally Europe was facing a period of expansion, and 1492 hints at the great things that were about to be created. At the court of Ludovico Sforza a 40-year-old man named Leonardo da Vinci was busily drawing statues of horsemen, building cannons, and creating machinery for the theater. At the monastery at Steyn Geert Geertsz, a 26-year-old monk, was saying his prayers. He would soon leave the monastery when he no longer felt his calling. We know him as Erasmus of Rotterdam. The 23-year-old son of a poor, but well-bred family, was sitting in his study finishing his exams in Latin. Within two years he was about to start an undistinguished career as a civil servant in Florence. As an adult Niccolo Machiavelli was exiled from his beloved Florence and would write "The Prince," a study of 'realpolitik.' There was a 16-year-old in Florence named Michelangelo Buonarroti, who was said to be quite talented with a chisel. The Duke of Ferrara had a commander, whose 17-year-old son was called Ludovico Ariosto. He was studying law, but would soon begin a literary career and write "Orlando Furioso," one of the greatest "bestsellers" of the period. Nine-year-old Rafael Santi lived in Urbino, the son of the rather mediocre court painter Giovanni Santi. A Saxon boy by the name of Martin, son of a miner with the surname of Luther, was nine years old. As a priest he would create the greatest ideological upheaval in Europe since the advent of Christianity. Ignatius of Loyola had been born the previous year and was still in his cradle. As an adult he would provide the Catholic Church with its greatest rekindling since the Middle Ages.

In 1492 the struggle for supremacy was knocking at the door. The political arena of Europe was a hotbed of intrigue, drama, and great personalities. A few days after Columbus left Seville, the College of Cardinals had just elected Rodrigo Borgia as pope under the name of Alexander VI. He was probably one of the most controversial popes in history. This pope was rich, both in earthly goods, energy, mistresses, and children. A few years later he hammered out the Treaty of Tordesillas, which divided the world between Portugal and Spain. During the later half of the 15th century Europe's first federal experiment was carried out—the Duchy of Burgund, consisting of the Netherlands, Lorraine, Franché-Comte, Bourgogne, and periodically southern Italy. When this state was dissolved there was a conflict about how to divide it involving Maximilian I of Austria, Charles VII of France, and Ferdinand and Isabella of Spain, and finally Henry VII of England.

France was most aggressive, and when Charles VII prepared and carried out an invasion of Naples, Spain, and Austria closed ranks in a way that led to a dynastic marriage. France brought the war to the Netherlands, the Spanish border, and southern Italy, but no real victor emerged. It was rather the dynastic union between Spain and Austria that resulted in the most important shift of power during the entire 16th century. We should mention that France tried to counter the union by binding Poland-Lithuania to France, by making Henri of Anjou elected as king, but the plan was a total failure.

The transformation of the political structure of Europe had begun. Both the heritage of Burgundy and the Spanish-Austrian marriage were to create conflicts and tension for years ahead, initially at the Dutch border and in northern Italy, but it would soon spread to all of Western Europe.

In the south Portugal was busy with its new colonial empire and did not get involved in the politics to any greater extent.

In the southeast Venice, Hungary, and Poland-Lithuania were involved in small clashes with the Ottoman Empire, which was definitely on the rise, and would have conquered all of the Balkans, Hungary, the realm of the Mamelukes all the way to Egypt, Iraq, parts of Persia and Austria within 50 years. The multinational commonwealth of Poland-Lithuania was in principle the largest country of Europe and the only one to stop the Ottomans from conquering Europe from the southeast. Russia was still a mere babe in arms. Austria had not yet grown strong under the Hapsburg dynasty. Venice was still fighting the Ottoman Empire, but was too weak to confront the Ottomans on her own. Hungary was large, but quite feudal and lagging in development, and would soon succumb. Russia had just been created when the Grand Duchy of Moscow conquered the merchant's republic of Novgorod. The country was still lagged technologically after having been under the yoke of the Mongols, but was quite aggressive and would soon start to expand far in all directions. The wish of Russia to conquer a window on the oceans, and the goal of the Ottoman Empire to conquer Vienna, in order for the Emperor at Rum (Constantinople) to become the only legitimate ruler of Europe, were the main destabilizing forces in eastern Europe (the sultan regarded himself as a Roman emperor).

In the northwest England was licking its wounds after the War of the Roses, but would soon be embroiled in dynastic conflicts with Spain, France, and

Scotland. The Danish Empire (the Union of Calmar) was at war with the Hanseatic League over trade in northern Europe, and would finally quash the League. Denmark had ambitions south toward the small German border principalities, but had to leave that ambition unfulfilled after the much humiliating battle with the peasant's republic of the Ditmarch in 1500. Furthermore Denmark was fighting the movement of independence of the Swedish high nobility, which would soon break out of the union. The inability of Denmark to bring Sweden into the fold once more was the beginning of the end of Denmark as a great power. Sweden increased its power mainly by conquering areas in the Baltic region from the relatively weak Russia, and Poland-Lithuania, which was busy at another front.

The strongest and most powerful nations during the next 50 years were probably Spain, the Ottoman Empire, France, and Poland-Lithuania.

The Year of 1617

Exactly one century after Martin Luther's famous nailing of his 95 theses on the gate of the church at Wittenberg is the year when all of Europe was set on fire. It was a fire that completely changed the view of politics and religion, but primarily it brought on suffering and violent death to thousands upon thousands of people.

The population of Europe had increased explosively. From staying at a level of 55-66 million people the population had grown to about 100 million at around 1600. It dropped during the Thirty Years War, but still reached 120 million in 1650. The population of both Asia and Africa was also rising. The climate was one of the main reasons why the Europeans never seriously tried to colonize Africa during the period, as it meant diseases to which the Europeans were not resistant. In the Americas the population fell even faster than it was rising in Europe. The natives were killed by measles, flu, leprosy, plague, typhoid fever, and elephantiasis. In Mexico the population more or less fell apart through massive epidemics. About two million people are said to have succumbed to disease during 1576 and 1577. A number of islands in the Caribbean were totally depopulated.

The large and fast population growth had a number of consequences to both the landscape and its people. Farmland and pastureland were reclaimed from nature. In certain areas, like the Iberian Peninsula, France, Germany, and Italy practically all farmland yielded good crops. In the northern, central and

eastern regions, where nature was more ungovernable and the populations smaller, it took more time. In Russia and Sweden, for example, you could walk for miles before reaching the next neighbor, but these were the extremes. When all of the land was claimed for farming a number of people had to do without, and instead moved into the cities, where they became badly paid workers in the quickly growing production of goods. Others were more or less left outside of society, and as income differentiation grew, and open conflict began, these were the first people to be recruited as mercenaries in the upcoming wars.

In 1617 Europe faced one of the greatest wars in history since the early Middle Ages. The war was based on the political and religious differences of the times. When it boiled down to religion, there had been reforms and changes within the framework of the Catholic church constantly until the final break-up with the Protestants and the Reformists, after which church officials hoped that it might be possible to achieve a reconciliation, but this was not to happen. Both the Protestant and Reformist teachings contained new strong ideas about individualizing and decentralizing, which many princes, especially in Germany, found politically useful, especially when asserting their independence from the emperor of the Holy Roman Empire. Thus ideas coming from religion, universalism vs individualism, had been transferred to the political arena during the latter half of the 16th century and the beginning of the 17th. You could say that religion and politics became inseparable, especially since those who advocated religious universalism (Catholics) also advocated a political universalism (Austria and Spain), while those who advocated religious individualism (Protestants and Reformists) also often advocated political individualism and decentralization (the Netherlands and a number of German principalities). When these forces started to challenge each other they more or less ended up in different camps, the Catholic League and the Protestant Union. The other countries not directly involved with the chaotic policies of the Holy Roman Empire could choose sides or remain outside. Denmark and Sweden were two countries that chose to side with the Protestants and Reformists. Although they were Protestants themselves they joined more out of self-interest than any real concern about how the Holy Roman Empire should be organized. England chose to remain outside, but got its own "Thirty Years War" in the form of a conflict between the Parliament and the sovereign king,

about freedom of religion. France awaited the outcome, but finally entered on the side of the Protestant Union, even though it was a Catholic country. To France it was more a question of balancing the power of the Hapsburgs rather than a question of religion. Poland-Lithuania was the only country in the region that remained completely outside the conflict. This was a country whose religious policy was distinguished by its tolerance. The country had a number of religious minorities and could not have functioned politically without this religious tolerance, which in itself does not detract from the honorable behavior of that country.

Economically the Hapsburg countries, with Spain at the lead, had been the most important in Europe during the entire 16th century, with a practical monopoly on the import of silver, which was the most important raw material for coins. Spain had also been most successful in using the services of the Italian bankers. In 1617 change was about to happen, and shortly thereafter there was an international reversal. The Italian bankers suffered a heavy loss at the same time that the Spanish position as European leader was undermined. The population of the Spanish Netherlands had managed to drive the Italians out of the market in the matter of clothing and laid the foundations for their position as an exporter of produce. The result was that the Dutch created an efficient economic sector, which was able to solve the needs of the merchants, and also took over the position as the anchor of European finances. They had also managed to steer all the American silver by way of Dutch ports, which reinforced the economic influence of the Dutch. Together with the English, the Dutch also took over the role as middleman from the Hanseatic League in northern Europe. This development moved the economic center of Europe from northern Italy to center upon Amsterdam and London, which also brought Western Europe into the focus of historians.

In 1617 Portugal and Spain were no longer the only colonial powers (note also that Portugal had been annexed by Spain). The Dutch had colonies and trading posts in the Far East, which they had established during the Spanish era. France had returned to its colonization of Canada, where they had founded Quebec, and were on friendly terms with the Huron nation. England had returned to its colonization of Virginia and had founded Jamestown. Soon the English, the Dutch, and the French were to conquer more and more territories. Countries like Denmark, Sweden, and Courland also entered the arena of the

colonial powers, but could not manage the competition.

Culture was a broad and rich river at the turn of the century. To mention everyone you would need to write a full volume, but instead we will provide a small sampling of the culture of 1617. A few years earlier Christopher Marlowe wrote "Tamerlaine" and "The Jew of Malta." William Shakespeare died in 1616, but had produced a number of classics first. Others whose works had just been brought to public attention were the skeptic Michel de Montaigne, the artist Peter Paul Rubens, and the writer Miguel de Cervantes. Hugo Grotius, a professor from the Dutch university at Leiden, claims in his book "Mare Librum," that all the seas were free and international. His later epochal work "De jure belli ac pacis" (About Law during War and Peace) from 1625 would create the basis for modern international law. Seven years earlier Galileo Galilei used the first telescope for astronomical computations. He defended Copernicus' heliocentric view of the world and ended up in conflict with the Inquisition, who thought that the concept of the Earth circling the Sun was ridiculous and preposterous. The scientist Sir Francis Bacon was the right hand man of the Duke of Buckingham as prime minister, but lost his position after a few years due to a bribery scandal.

Europe was on the brink of a major war. They knew nothing about this in 1617. Actually, the planning of the various countries indicates that they thought they could continue waging their minor wars.

Spain was preparing to quash the problems in the rebellious Netherlands once and for all. The independence the "United Provinces" had won was seen as a blemish on the banner of Spain, and an awkward affair, which must be corrected. Independence was not in question. Helping Austria with a large scale German war was not what they had planned for, and the whole idea had probably been regarded as totally ridiculous, even if it had been proposed. Austria was busy with the religious conditions of the country. Bohemia suffered a very harsh government, but there were no plans for war, though the emperor Mathias was well aware of a possible trial of strength in the near future. France was busy with its own political matters. On several occasions the high nobility had rebelled in favor of the odd queen dowager or duke. As king Louis XIII was still too young to govern the country, and while various regencies handled the actual rule, while fighting their own little vendettas with their own personal enemies, making a consistent foreign policy impossible. The situation in

England was similar, where the struggle between the Parliament and the king prevented any forceful foreign policy.

Northern Europe and Russia had just survived a period known as the "Time of Troubles," when total anarchy reigned and Swedes and Poles competed at putting their royal sons on the throne. Once again Russia experienced a period of calm and was able to consolidate both internally and externally. Sweden wasn't able to claim the throne through a Swedish prince, but instead won Ingermania and a good peace settlement. Sweden had also achieved a hard, but necessary peace with the stronger Denmark. The plan was set, expansion was meant to go across Poland-Lithuania, the main competitor of the area. Poland-Lithuania, on the other hand, needed peace. Thankfully they didn't need to worry about the Ottoman Empire, as that nation was busily warring with Persia. Poland-Lithuania had also failed in putting a prince on the throne of Russia, but the borders were secured, which was enormously important, as the country was very large. Denmark was facing a dangerous situation. It had defeated Sweden, but hadn't won very much during the peace negotiations. Furthermore the relations with the Dutch had worsened dramatically and the alliance between Sweden and the Netherlands could be a dangerous threat against Denmark. In order to maintain their superiority against Sweden they had to do something, but the course of action was unclear.

1700

Three hundred years ago autocracy was at its zenith and never before had the fate of so many men and women been in the hands of so few. This fate meant that two extensive conflicts would ravage Europe and to a certain extent become the first of all of the world wars.

In 1700 Europe probably had a population of about 120-140 million. The increase since 1617 had not been that great, but one explanation is the great number of wars and rebellions, and the change of climate sometimes called "the little ice age." Another explanation could be that the harvests from farming had not kept up with the previous increase in population, resulting in a lower birth rate, as each family was not able to support the same number of children. The epidemics also struck harder than during the 17th century, as germs spread faster in the crowded cities. Another thing that would contribute to a change of this trend during the 18th century was the fact that the brown rat invaded Europe from Asia,

wiping out the black rat, the greatest carrier of the plague. The lice of the brown rat did not spread disease to the same extent. More and more areas of the previously under-populated areas of northern and eastern Europe now had larger populations, but the Russian steppes and the Arctic still did not have many people.

Centralization became a necessary step in order to achieve a more efficient rule, and also be able to successfully wage war. Centralization reached its peak during the decades around 1700. Countries like France, Spain, Russia, Denmark-Norway, and Sweden all had autocracies; it was only in England and Poland-Lithuania that Parliament had the real power. The 1690s saw a violent quarrel over the remains of Spanish realm, because Charles II was dying, with no children to ascend to the throne. In 1700 he grew bitter about the whole issue and named Philip, the grandson of Louis XIV as heir to the entire Spanish empire, on condition that Spain would not be united with France. Louis XIV broke all previous agreements and accepted the agreement. France then became involved in a conflict with everyone who thought that the Bourbons would become too powerful through the arrangement—the Spanish War of Succession was ready to be unleashed.

At the same time the Swedish king, Charles XI, had died, and his young son, Charles XII, had succeeded him. Sweden's status as a great power was built on a rather shaky ground at the expense of its neighbors—Russia, Poland-Lithuania, and Denmark-Norway. These now found it suitable to regain all that had been lost. Early in the year of 1700 Russians, Poles, and Danes crossed the Swedish borders—the Great Nordic War had begun.

The Netherlands was the great center of trade in 1700, controlling the most important ports in the elder Portuguese empire (India and the Far East). This situation was about to change, although no one knew it at the time. It was England, which later would overtake the Netherlands on the high seas, but as late as 1712 a distinguished English gentleman stated that they were willing to sell even their last shirt in order to gain the position that the Netherlands held. England had entered an expansive phase, which would not end until the 1750s. The elements of expansion were increased production in the English colonies, innovations in the area of national financing, and the skill of the merchants. Both the Netherlands and England were countries with strong centers of production, and excellent opportunities to trade. France and Spain were both larger,

but their production was practically in ruin after the expulsion of the Moors and the Huguenots. The main product of these two countries was agricultural. Denmark-Norway basically lived off their income from the duties from the Sound, while Sweden received income from the same duties, and from controlling Riga, where almost all of the trade to and from Russia had to pass. Production in Poland-Lithuania was substantial, but because of the almost paranoid unwillingness of the magnates to provide the monarch with the necessary funds, the nation could not profit from the exports. Russia mainly produced grain, but the country was economically backward. It was only because of its size that it had anything to say politically, but this would change during the 18th century, when Russia grew much stronger.

In North America, France was holding parts of present day Canada, while England was holding parts of present day United States. Spain was holding on to Florida and California. The Caribbean was held by Spain, followed by France, England, and the Netherlands. Spain also had almost all of South America, except for Brazil, which belonged to Portugal, and two small areas controlled by France and the Netherlands (present day French Guyana and Surinam). England, France, and the Netherlands all had a few trading posts in Africa controlling the slave trade. The only colonies were the Cape Province (present day South Africa), and Angola and Mozambique, which had belonged to Portugal for quite some time. England, the Netherlands, Portugal, and France controlled a few coastal towns in Asia, while the Netherlands had colonies in present day Indonesia and at Ceylon, and Spain had the Philippines.

Culturally the French court at Versailles was the trendsetter for all of the other European courts, and French was the language of the educated upper classes. Tight-fitting coats reaching down to the knees, long vests, lace ties, full-bottomed wigs, and short trousers characterized the male fashion of the day. Draped gowns with trains, lace sleeves, and high coiffures characterized female fashion. The Age of Enlightenment had not yet arrived, but science and philosophy were at a high point regarding clarity and purity, which would be represented by natural science and rationalistic philosophy. Philosophers like Nicholas Malebranche, John Locke, Christian Wolff, and Pierre Bayle were active during 1700. The future bishop of Cloyne, the philosopher George Berkeley, entered Trinity College at Dublin this year. 1700 ac-

tually stands between two great phases in Western thinking. A few years earlier the scientist Isaac Newton had published his "Principia Mathematica," where he explained his mechanics, and would within a few years publish "Opticks," another classic. Ten years later the thoughts of Newton would come into conflict with perhaps the greatest philosopher and mathematician of the period, G. W. von Leibniz, who in his "La Monadologie" was to develop another way of understanding the universe. This would result in a harsh correspondence about the nature of time and space. Their correspondence provides an understanding of two of the sharpest minds in history. Music was also a very expansive area during the period. Composers such as Handel, Scarlatti, J. S. Bach, Purcell, Buxtehude, Couperin, Charpentier, and many others enriched their age with their music. There were a number of great authors. Molière and Racine had recently died, but a great number were still around, and more were to come. Voltaire was just 6 years old, and Montesquieu was 11 years old. The most famous writers in the Ottoman Empire were Yusuf al-Sim'ani and Abd al-Ghani al-Nabulsi. Artists and architects of high renown created the "baroque" style. Fischer von Erlach, von Hildebrandt, Falconnet, Neuomann, and Tiepolo were a few of the artists of the time.

The political situation of 1700 was anything but clear. People knew the wars to the East and the North would be long, but the prospects for Western and Central Europe were more uncertain.

France was preparing for a large-scale conflict, and allied itself with Spain, Savoy, and Bavaria. Everyone thought that the war would mainly be taken to the Netherlands, and France was intent on expanding in that direction. There was also the hope of striking at Austria from two directions, from northern Italy and from Bavaria. The Austrian emperor, who thought that his son had the greatest claim to the Spanish throne, also prepared himself for a great conflict. An alliance between Austria, the Netherlands, and England was seen as the natural and obvious course. France had repeatedly attacked the Netherlands during the past half century, and England saw an opportunity to maintain the balance of the European continent. Another reassuring thought was that Austria had recently fought a successful war against the Ottoman Empire, and felt satisfyingly secure; no threat was coming from that direction. For England the situation was completely unacceptable. To start with

Louis XIV refused to accept that his grandson would have to give up his claims to the French throne, which would result in a drastically compromised strategic situation both in Europe and in North America. It was also obvious that France wanted a war, as they had sent out a number of privateers against English ships in American waters, and had started to garrison Spanish Netherlands and northern Italy. The deciding factor came when Louis XIV recognized James Edward Stuart as the rightful king of England and Scotland. This was it. The Netherlands would rather avoid a war, as it hardly would benefit trade, and the Netherlands were not at all as strong as France, but when England was willing to sign an alliance they did not say no.

Conditions in the north and east were different. Denmark-Norway was willing to go to war with Sweden, but thought the brothers of the alliance were in too much of a hurry. They simply had not had time to build their strength. The Danish army was standing in the duchy of Holstein-Gottorp, which was in alliance with Sweden. Sweden, England, and the Netherlands had sworn to protect the independence of Holstein-Gottorp, and a combined fleet of English and Dutch ships was on their way, at the same time Sweden was massing a large army in Scania. For Poland-Lithuania the situation was anything but clear. The nobility had accepted the war in order to retake Livonia and to expand their holdings, but they also had concerns about the king and were worried that August of Saxony would use the opportunity to increase his powers in Poland-Lithuania. This is the reason why the attack against Livonia went so slowly; the nobility were simply waiting for king August, as they wanted to keep him under control. The Russians, under the leadership of Czar Peter, attacked as well as they could in Ingermania. The goal was clear: they wanted to take the Baltic provinces belonging to Sweden. The view was that the "Germans" had withheld the Russians' rightful place at sea for too long. The time of reckoning had arrived. There was also some concern in the circles around Peter regarding the Russian army. Was it good enough, or would history repeat itself? For Sweden the situation was politically just so much simpler. This was a war of defense, they thought. The strategic difficulties were to be found in the size of the kingdom. Where should they attack? Charles XII had decided—he would start by kicking Denmark-Norway out of the war, and Sweden had England and the Netherlands to assist them—this was a chance that could not be missed.

The Great Powers of 1492-1792

Denmark-Norway

1492-1588

The double kingdom of Denmark-Norway was a great power in Europe in 1492. Its greatest enemy was the Hanseatic League, whose political and military power was waning, but still had a formidable economic power. Norway was not a problem during the period, and was safe and secure. Sweden, on the other hand, was an irritating problem. It was run by headstrong nobility, which opposed every effort of the Danish king to increase his control.

The first half of the period is characterized by the war against the Hanseatic League. Each war weakened the role of the League, until it was completely erased during the feud of the counts during the 1530s. Denmark-Norway was successful, but to great cost during later periods. One effect of the numerous wars between Denmark-Norway and the League was that Sweden was finally able to win its war of independence. During the period of 1492-1521 there had been a veritable civil war between unionists and secessionists, but when Christian II executed a number of obstinate Swedish nobles the whole country turned against him. The Danish monarch was no longer able to hold on to the Swedish crown, and Sweden went its own way. Another problem for Denmark-Norway was the perpetual lack of money, and the crown had entered into alliances with Russia, the Netherlands and England in order to crush the Hanseatic League. One of the clauses of the alliance was that the Dutch and the English got the same trading privileges that the League used to have, which in the long run would mean that Denmark-Norway did not gain anything in the way of trade.

During the second half of the period Denmark-Norway and Sweden grew a bit closer by delivering the deathblow to the League, but relations heated up after 1560. Denmark-Norway thought it was time to bring the obstinate sheep back into the fold. Denmark-Norway won the war, but without any conclusive victories. No land was ceded, but instead the independence of Sweden was confirmed. Denmark-Norway had a professional army of mercenaries throughout the period, which repeatedly defeated the Swedish peasant armies, but it turned out to be

almost impossible to hold onto the conquered territories in the barren lands of the north. Even if they had to let Sweden go for a while, they were the strongest power in the north. They had taken Dagö and Ösel and thus secured a network of ports and total control of the Baltic Sea. Even though Sweden had taken Estonia, it also got a longer border with the neighbor to the east. There was no longer any threat from the south. There was just the willful Sweden.

1589-1648

Denmark-Norway began the period with a long period of peace lasting for two decades, when the country recovered and improved its financial situation. When Sweden was busy with a war against Poland-Lithuania and Russia the country decided to declare war. The idea was that they would be able to crush the Swedish rebels. During the Calmar War (1611-1613) the fighting was extremely mobile, but once again they were disabled by the difficult supply situation in the barren north. The Danish fleet was superior at sea, but the Danish army was not able to get that decisive victory which could crush Swedish morale. The war resulted in a Danish victory, and the Swedes had to pay a huge tribute for defying king Christian IV, but there no land was ceded, to the great disappointment of the king. After the war Denmark-Norway was in a peculiar situation. It could not expand to the south, without facing very strong alliances, and the route across Sweden was closed for the moment. Christian IV was worriedly regarding Swedish expansion in the Baltic area. The power base of Denmark-Norway was far too weak in the area (only consisting of Ösel) in order to really compete with Swedes, Russians, and Poles.

When the Thirty Years War had been in progress for some time, Denmark-Norway found an opening. A triple alliance between Denmark-Norway, England, and the Netherlands was signed in December 1625, and Christian IV took command of the army of the alliance. Soon thereafter, in 1626, Christian IV was forced into battle against Tilly at Lutter am Barenberge. Denmark-Norway lost the battle, mainly because the imperial troops were veterans. Christian IV lost his support with the North German princes, and the conflict developed into a defensive war. When Jutland was completely occupied by the enemy in 1629 there was a cheap peace without any cessation of land, primarily because the Austrian commander feared an alliance between Denmark-Norway and Sweden. During the latter part of the

Thirty Years War, Denmark-Norway was attacked by Sweden (1643-1645), and although the Danish fleet commanded by the naval hero Niels Juel was victorious and Christian IV besieged the Swedish town of Gothenburg, they were forced into peace and had to cede Jämtland, Härjedalen, Gotland, Ösel, and Halland for 30 years. The main reasons were the Swedish weapons, the superior Swedish commanders, and the support from the Netherlands. The great power status of Denmark-Norway was questionable at the end of the period, and great changes were needed if that position were to be regained.

1649-1721

Denmark-Norway experienced a brief breathing space before catastrophe again cast its long shadows across the country. The government of the country was strongly in favor of peace, but they manage to provoke the Dutch by raising the customs at the Sound and trying to force trade into the Baltic Sea. When the Swedish warrior king Charles X Gustavus was found himself in an impossible situation in Poland he turned and marched toward Denmark. Denmark-Norway raised army units, but they were not veterans, and the willfulness of the nobility meant that there were not enough funds for the purpose. Through a combination of daring and luck the Swedish army marched across the ice to Copenhagen, when a large portion of the sound between Zealand and Jutland froze during the winter of 1657. The situation was impossible, because all of the Danish units had to fight in isolation against the superior Swedish force. The peace treaty took a heavy toll on Denmark-Norway, as the country lost Halland, Blekinge, Scania, Bohuslän, Bornholm, and Trondheim, which meant the loss of a third of the entire country. The Swedish king was not satisfied, though, and attacked again, but this time Denmark-Norway was saved by a number of countries that did not accept that the country would cease to exist, and Denmark-Norway regained Trondheim and Bornholm. During the war of alliances on the continent in 1672-1679 Denmark-Norway tried to regain what was lost. The war was extremely even and could have ended up either way, but Lady Luck smiled on Sweden, and Denmark-Norway received nothing for its efforts.

In 1700, the year before the Spanish War of Succession broke out, the Great Nordic War began. Russia, Denmark-Norway, and Poland-Lithuania-Saxony had decided to regain everything that had been lost and possibly divide Sweden among them. Initially

things went awry for Denmark-Norway, as a quick Swedish landing the same year forced Denmark-Norway into signing a peace treaty. The Swedes had been too fast, and the Danish armament was not finished. Denmark-Norway attacked once more in 1710, but was once again forced into an ignominious retreat after having landed in Scania. From now on Denmark-Norway decided to wait it out, as Sweden had gained almost a dozen enemies. Around 1716-1717 a Russian-Danish-Saxon landing was planned, in order to retake the former north-eastern provinces of Denmark-Norway, but because of fatigue and the stubbornness of the allies the invasion never took place, and Denmark-Norway only received some money as tribute. When the period ended Denmark-Norway was a rather weak country, but the only country that had been a threat had been utterly crushed and no longer posed any threat.

1722-1792

The foreign policy situation of Denmark-Norway changed completely in the wake of the Great Nordic War and the Spanish War of Succession. Sweden was no longer any real threat, and the Silesian part of Holstein-Gottorp was fully annexed in 1721, and the Holstein part in 1773. England and Russia had, however, become the winners of both of the wars and had a decisive influence on Danish-Norwegian foreign policy. Russia was used as support against Sweden, while the country had to stay on good terms with England for trade reasons. This was a rather difficult situation, as Russia and England had very little in common.

The relationship with Sweden, however, was more important. About 1740 Swedish succession was brought to the fore and the Danish crown prince figured as pretender, which could have restored the Calmar Union. There was further talk about Danish-Norwegian help in the Swedish war against Russia in 1741-1743, but as the war was turning out badly for Sweden, the Swedes chose a Russian pretender, Adolphus Frederick of Kiel, to lessen the losses at the peace treaty. The government of Denmark-Norway was on the verge of a breakdown because of this deceit, but had to comply, as they could not get any great power to join them in a war of conquest against Sweden. In contrast to Sweden, Denmark-Norway always managed to end up well in the perpetually changing alliances, and always succeeded in gaining subsidies from one great power or the other without having to do anything in return. The Danish-Norwegian armed forces were stronger than the Swedish

forces after Sweden's war with Russia in 1741-43, which was of some consolation. During the Austrian War of Succession Denmark-Norway declared itself neutral for the first time ever, and was able to watch the outcome of Sweden's Russian adventure.

During the period of 1650-1750 the demand for grain and timber in Europe had been gradually decreasing, which had severe economic consequences for Denmark-Norway. Perhaps this was the cause of the downfall of Denmark-Norway as a great power. In the wake of the Austrian War of Succession, from 1750 and onwards, the demand for such goods increased anew, giving the Danish-Norwegian economy a boost. This in turn set a number of reforms in motion, and the long period of peace gave Denmark-Norway a late economic golden age.

When the Seven Years War of 1756-1763 broke out Denmark-Norway again declared itself neutral and got away with it. The country had subsidy deals both with England and France and could not choose to support either of them without loss of credibility. Instead the country chose peace and prosperity. However, the country had to act against Sweden in 1788 when it was fighting against Russia. If the Danish-Norwegian government had wanted to enter the war, they would probably have been able to regain lost provinces from Sweden, but the government was also well aware of the risk associated with a weakened Sweden, as the Russians would soon be knocking on the doors of Copenhagen otherwise. With its active policy of peace and its healthy economy Denmark-Norway was able to preserve its position as a second rank power, although that position would be lost during the Napoleonic wars, but that was in another age.

England

1492-1588

England in 1492 was a very weak country. It had not only lived through the Hundred Years War with France and had lost all of its French possessions, but it had also fought a very bloody and destructive civil war (the War of the Roses 1455-1485). It was true that the power of the high nobility was weaker and the power of the king stronger than before, but the country was in ruins. Recovery would take a long time. During the first half of the period English shipping was increasing. England had a good geographical position and the Spanish and Portuguese colonies in America meant trade with these people. Further-

more, traveling in these waters brought a good idea about the North American coast, which the English were to start colonizing during the next period. During the second half production increased, chiefly in the areas of textiles and metals.

For England the period was problematical. During the first half the Catholics were in the majority, while king Henry VIII broke with the Pope in order to have his divorces in peace. Under Mary (married to Philip II of Spain) England had a policy of reactionary Catholicism, which created ill feelings among all types of Protestants. When Elizabeth I then came to power the Anglican Church was created as a unique Protestant state church. Catholics and Puritans (Reformed faith) did not like it at all, and in principle no one was satisfied with any of the religious solutions. There was another tricky problem that had to be solved, and this came from Scotland. The problem was that Mary Stuart, the Queen of Scotland, had legal claims to the throne of England, and quite literally attracted all of the dissatisfied Catholics. For different reasons Mary Stuart ended up in an English prison and was later beheaded for plotting against the life of queen Elizabeth. This put the Spaniards in motion. There were a number of reasons for the conflict between England and Spain. One was the English support of the rebellious Netherlands, another that Elizabeth had refused to marry Philip II, a third that English pirates had started to harass the Spanish merchant ships, and finally the execution of Mary Stuart. Spain, the leading power of Europe, dispatched the Great Armada, the greatest collection of ships seen in the north for ages. The attack against England failed completely and turned into a catastrophe for Spain. England was saved and had shown the world that it could be victorious against a naval power at sea. The Netherlands continued to receive English support in their struggle for independence from Spain.

1589-1648

The struggle for independence in the Netherlands continued more or less unbroken until 1648, and England's foreign policy had been to support this country. There were several reasons, but the most important was that the Netherlands was a thorn in the side of the great power of Spain, and therefore right in the path of expansion of the great power of France. Furthermore both England and the Netherlands were non-Catholic countries and shared a common ideological base, and both of these countries together were the expanding central point of European

economy. This would in part change. During the reign of the Stuarts, who had come to power in 1603, support for the Protestants was somewhat toned down, and relations to France and Spain had improved, as England never really actively participated in the Thirty Years War. This foreign policy was not very popular, and in combination with the power struggle between the Stuarts and Parliament, England became embroiled in another civil war between royalists and roundheads (1642-1649). The Parliament was victorious and the king was executed, but the struggle for freedom took a wrong turn. When the bells of peace started tolling in Germany the Parliament had just gotten the upper hand in the civil war. Economically the country had slipped behind the Dutch, but they now had a top class army, and England was a country that would play an important role in the future.

1649-1721

Oliver Cromwell dissolved the Parliament already in 1653 and ruled the country as dictator. Meanwhile the Dutch had established themselves as the great economic power of Europe. England managed to capture that position through several naval wars against the Netherlands, but was not fully secure until the 1670s. In 1660 the Stuarts were restored to the throne, but these had not given up their plans to return Catholicism to the country, crushing the Parliament and introducing autocracy. Initially cooperation between the king and Parliament functioned, but the Parliament under-financed each and every one of the king's projects, which pushed him into the hands of the king of France, Louis XIV, during the 1670s. The Stuart kings received subsidies from France in order to have any sort of efficient operations, but in return, of course, they were expected to have a pro-French foreign policy, which aroused the wrath of the Parliament. In 1688 the powerful men of the kingdom had had enough. The last Stuart, James II, had been exposed. His extensive plan of returning Catholicism to England and the French bribes became his downfall in "the Glorious Revolution" A side branch was brought in, and England and the Netherlands became united under William.

When the century was nearing its end England had become involved in the discussions about what to do at the death of Charles II of Spain. A number of plans had flourished and England had invested a lot of prestige in trying to prevent a large-scale war when the crown of Spain passed on to other hands, or upset the balance of power. This failed completely, as

the dying Charles bequeathed the entire Spanish realm to Philip, the grandson of Louis XIV, if he renounced all claim to the French throne. England did not want to go to war, but was more or less forced into it, when Louis XIV announced that his grandson was also to inherit France, and that James Stuart was the only lawful king of England. The Spanish War of Succession in 1701-1714 had no clear winners, but England gained the most at the peace of Utrecht in 1713, perhaps due to the brilliant victories of the Duke of Marlborough. England gained Gibraltar, Menorca, New Foundland, Nova Scotia, and the Hudson Bay area. Almost immediately after the peace had been signed England entered the Great Nordic War by declaring war on Sweden. This country was in all practical matters already defeated, and the king of England was able to add Bremen-Verden to the realm of his German native land of Hanover after the peace of Stockholm in 1718. In all relevant matters England was without threats at sea, and a European great power together with France, Russia and Austria.

1722-1792

When the house of Hanover gained the throne of England and Scotland the power of the king decreased in favor of the Parliament, and the modern parliamentary government developed during the first half of the period, which means that the majority of the Parliament creates the conditions for the government. England's foreign policy position after the Spanish War of Succession was delicate, to say the least. The country was a great naval power with large but scattered colonial possessions. However, it lacked an army that could really challenge any of the continental great powers. This would lead to a two-pronged foreign policy. On the one hand England worked to preserve peace and to maintain the balance of power in Europe, and on the other hand they worked aggressively in America and India to expand at the cost of the other colonial powers, which was a very difficult balancing act.

In 1739 the colonial conflicts had reached crisis level, and England and Spain went to war, the "War of Captain Jenkin's Ear." Spain defended itself well, and England was not able to gain much. The next year the Austrian War of Succession broke out, where Austria and Russia were fighting against Prussia, Spain, France, and a number of smaller states. England did not get involved until 1742, when the king's German principality of Hanover was drawn into the conflict on the side of Austria and Russia. Right in

the middle of the war, in 1745, "Bonnie Prince Charlie," the son of the Stuart pretender to the throne, landed in England and tried to retake the country in a lightning campaign. The Stuarts won battles at Prestonpans, Penrith, and Falkirk Moor but suffered a devastating defeat at Culloden. This was the last attempt of the Stuarts to regain the throne.

In 1748 the peace was signed at Aachen without any major changes, other than Frederick of Prussia gaining Silesia from Austria. The war managed to keep the balance of power in Europe, but the conflicts in the colonies continued to simmer. The 1750s saw a number of serious border conflicts in North America and India between the French and the English. England was in fear of a large-scale war and began to increase the armies in America and India. When the Seven Years War of 1756-1763 broke out England had seven times more troops in North America than France, and with the advantage also in India. The war began with an exchange of letters between England and France, which quickly escalated into war. Prussia, the ally of England, declared war on France. Austria and Russia had long wanted to expand at the expense of Prussia and decided to side with the French. The double strategy of England in principle meant that they would fight France and Spain (from 1762) at sea and in the colonies, while militarily abandoning Europe. However, England financed the Prussian army with enormous subsidies, without which the country would have succumbed in no time at all. The Prussians very skillfully waged a defensive war, which also included tactical offensives, and managed to keep the armies of the three great powers at bay. In 1762, when Prussia was on the verge of extinction, the country was saved by a change of ruler in Russia, when the new Czar, who was a great admirer of Prussia, immediately signed a separate peace treaty. The balance shifted in such a way that the enemies of England had to accept peace negotiations, and the peace treaty was signed in 1763. England gained Florida from Spain, and Canada and all of the territories east of the Mississippi, and Senegal in Africa from France. France also had to leave the Louisiana Territory to Spain as compensation for Florida. The French trading posts in India were returned, but France had still lost all power in the area, as its alliance with the local Indian princes was broken indefinitely. There were no changes in Europe, which meant that Prussia kept Silesia and its status as a great power. England was the great winner of the war and became the most im-

portant colonial power. The struggle was not over, though. The Seven Years War had created a sense of self-determination with the American colonists, and as England's policy in America was harsh and humiliating, the American War of Independence started in 1775 and continued until 1783. Initially England did well, but when France entered the war in 1778, everything turned around, and in 1783 they were forced into negotiating peace. The end result was an independent United States, and France regained a few islands in the West Indies and Senegal. Spain regained Menorca and Florida. After the War of Independence England turned to a more peace-oriented foreign policy and became busy with interior improvement. During the period from 1780 to 1792 the country was right in the middle of the process, which would lead to industrialization. This would be followed by an economic and technological strength which would turn England into the most powerful nation on Earth, but that would happen in another age.

France

1492-1588

In 1492 France was a strong but divided country. It was large with a relatively large population, but a hundred years of war and strong feudalism comprised a difficult inheritance to overcome. Recovery did happen, but at the same time France was challenged by all of the countries surrounding it. Spain, Austria, and England all wanted a place in the sun. Strategically France was not ready for the task, and the neglect of the interior problems would create harsh after-effects during the later half of the period. A few years before, a terrible war began between France on one side, and Spain and Austria on the other. This was to be the first settlement of the "Burgundy Inheritance"—the remains of the Duchy of Burgundy, whose ruling house had died out on the male side. In all practical matters France won the first in a series of wars for these provinces in the Netherlands and Franché-Comte, but they definitely lost when it came to peace, which resulted in a status quo peace, in which the young French king believed he was given a free hand in southern Italy. When France attacked southern Italy, Spain declared war on France, and France became involved in an evil spiral of wars with Spain and Austria. These were wars without any real victors, as Spain and Austria managed to defend their provinces.

England was also an opponent. The Hundred Years

War (1339-1453) was fresh in minds on both sides of the Channel. France had very good connections with Scotland, and this country behaved as a front for France, threatening England from behind. France itself never tried to attack England during the period, as it was busy with the fight over the Netherlands and Italy, and during the second half of the period with a civil war for both dynastic and religious reasons. In the middle of the 16th century France was highly intolerant in religious matters, as the country tried to remain Catholic. The policy rebounded in a series of bloody civil wars with dynastic allusions. The struggle continued unceasingly and French foreign policy was paralyzed. The fighting did not stop until 1594, when France was seriously exhausted and tolerance was victorious. The Huguenots received great religious freedom, but the state religion remained Catholicism, or to quote Henry IV: "Paris could be worth a mass or two."

1589-1648

During the greater part of the period France was too weak to really want to challenge its neighbors. The earlier wars against the Hapsburgs and the internal religious wars had undermined the economic strength and self-confidence of France. Diplomatically France was also seen as the biggest robber baron of Europe. Under Henry IV, Sully, and later under the leadership of Cardinal Richelieu, France recovered and laid the foundation for the later autocracy under Louis XIV. The country was at peace, both internally and externally, and the country's foreign policy was to improve relations to any possible partners. The goal had never changed, as Spain and Austria were the enemies, only the means had changed.

Until 1635 France only took part in limited wars with little or no gains. The only war of any consequence was an isolated conflict with Spain concerning the existence of the Duchy of Mantua, but the affair was resolved to the satisfaction of France in 1659. In 1636 France had waited a long time for an opportunity to attack its enemies, Spain and Austria, and now everything was right. Both of them were exhausted, as were all potential rivals, while France had enjoyed peace and prosperity. France stepping onto the scene provided the turning point of the war. French weapons and ducats cut the Hapsburgs down to size during the last decade of the war. Commanders such as the prince of Condé and Turenne defeated Spaniards, Austrians, and Bavarians in battles such as those at Rocroi, Freiburg, and Zumarhausen. In 1643 Richelieu was succeeded by Mazarin, who con-

tinued the reforms of centralization and in 1648 negotiated an excellent peace treaty for France in the Westphalian towns of Osnabrück and Münster. As a consequence of the Peace of Westphalia France became the most powerful nation of Europe.

1649-1721

The period started with a violent uprising among the nobles and burghers called "The Frond," which continued for twelve years. The civil war was a reaction to the work to centralize government performed by Sully, Richelieu, and Mazarin during the past fifty years. When the Frond had been beaten completely (in 1661) France could once more have an active foreign policy under the rule of Louis XIV, the Sun King. During the remainder of the period France was more or less continually at war. The goals were twofold: the first was breaking the Hapsburg band encircling of France, and the second was increasing the honor of the king, and honor was not the less important of the two. Louis XIV had excellent men at his command. Louvois, the minister of war, created a war machine the likes of which had never been seen before; Colbert, the minister of finance, created a navy that was equal to the navies of England or the Netherlands; and marshal Vauban built a chain of defensive works along the border to the Spanish Netherlands and the Rhine. Until 1696 there were almost a dozen wars against the Netherlands, Spain, and Austria, where France managed to push its positions forward further and further. Once again Turenne was one of the greatest commanders.

And then suddenly the world became aware of the curious position of Spain. The Spanish king was dying and without heirs, and a violent bickering of how to divide the inheritance ensued. The dying Spanish king, Charles II, decided to leave the entire kingdom undivided to the grandson of Louis XIV, if he renounced all claims to the French throne. Louis XIV broke all previous agreements and accepted the testament. This in turn resulted in France entering into a war of alliances. France, Bavaria, Cologne, Spain, and Savoy went to war against Austria, England, the Netherlands, and most of the small kingdoms and principalities of the Holy Roman Empire. The French army was definitely the best, but the allies had better commanders. The duke of Marlborough (England) and prince Eugene of Savoy (Austria) beat French generals such as Villeroi, Villars, Boufflers, and Catinat, and only the brilliant Vendôme lived up to expectations. The war could be said to have ended in a draw due to exhaustion. It is difficult to say who

actually won, but history shows that England gained the most. France was able to keep Spain and its provinces in the New World, but the French and the Spanish crowns were to be kept apart. This meant that the goals of Louis XIV could not be met. France was still the most powerful nation in Europe, but was not immune to wars of alliances, which the Spanish War of Succession had demonstrated. The French navy could no longer compete with either the English or the Dutch navies when the period neared its end.

1722-1792

The aftermath of the Spanish War of Succession was severe. The national finances were in disarray and the national debt was astronomical. To top it all off the state carried out a highly insecure banking operation, which crashed totally, and the population lost all confidence in the administrative abilities of the government.

In 1726 the peace-mongering reformist Fleury was appointed prime minister and began a series of changes. Foreign policy changed focus to that of keeping the balance in Europe instead of a policy of aggression, and the finances of the country were drastically improved. Certain things could not be avoided, though. Politics had become more convoluted after the Spanish War of Succession, which was primarily due to a leveling of power between the major powers of Europe. This led to a delicate game of diplomacy, where the clever ones won small victories, while the dull ones received nothing. The inappropriate mistake of annulling a Spanish royal marriage in 1725 and instead marrying the daughter of the lord of Lorraine had serious consequences in 1733, when the father of the bride, Stanislaus Leszczynski, was elected king of Poland-Lithuania. Austria and Russia wanted to see the son of August the Strong as king of Poland-Lithuania, and this led to the Polish War of Succession of 1733-1738. The war was quite successful for France in Germany, the Austrian Netherlands, and in northern Italy, but not in Poland-Lithuania, where Russia was in control. Because of this France's demands were quite modest. The son of August became king of Poland-Lithuania and Austria had to accept certain small adjustments to its borders. However, the Kingdom of the Two Sicily's was created out of the Austrian provinces of Naples and Sicily, under the rule of a Spanish prince.

In the last years of his life, quarrelsome nobility forced Fleury into war. For France this war, the Austrian War of Succession of 1740-1748, meant only a

chance of lessening the power of Austria on behalf of its own. In an alliance with Prussia, Spain and a number of smaller German states France fought with Austria, England and Russia. The war did not solve any problems and the only real change was that the robber baron Frederick II was able to keep Silesia, which he had taken from Austria. The real explosion came after the death of Fleury. The battle for the world outside of Europe combined with the classical continental conflict. The Seven Years War of 1756-1763, as it came to be called, had its origins in the American border conflicts between England and France, but also turned out to be about a revision of the previous war of succession. France promoted a continental strategy and invested all its strength into crushing Prussia, England's ally. England promoted a global strategy and quickly occupied all of France's non-European possessions. The war against Prussia went frighteningly badly, if one considers the fact that for all practical purposes Prussia stood alone against France, Russia, and Austria. When the war-torn and exhausted Europe signed the peace treaty in 1763 England had become Europe's strongest power, even if the country needed alliances in order to make any impact on the continent. France had to cede all its colonies in North America and Senegal in Africa.

After the war France was ravaged, and there was recovery, as the country was expanding economically. In 1775 the first battles of the American War of Independence started and in 1778 France saw a chance to lessen the colonial power of England by aiding the freedom fighters. French money and troops helped the way to independence, but the French gains at the peace treaty of Paris in 1783 were small. The Louisiana Territory was restored, and a few islands. Afterwards the French economy was in total shambles, requiring some public participation to solve it. This political participation in conjunction with a heavy discontent with the government, with its source in the liberal ideas of the age of enlightenment, were a few of the basic reasons for the revolution of 1789. France became a Nation, and then the wars of the revolution began, but all of that happened in another age.

The Ottoman Empire

1492-1588

At the close of the 15th century the Ottoman Empire consisted of practically all of the former Byzantine Empire, which it had totally crushed and then annexed. Constantinople fell in 1453. The popula-

tion consisted mainly of Turks, Greeks, and Arabs, but also of various southern Slavs. The first ruler of the Turkish tribal confederation that had crossed the border into Byzantium was named Osman (Arabic: Uthman), which is why the nation was called the Ottoman Empire. The Turks were warlike in nature, but skillfully mixed the Byzantine and Arabic heritage with Turkish culture. The result was a politically harmonious country with Islam as the uniting ideology. The political system had three interwoven parts, the tribal system, the old imperial system from the old Roman Empire, and the Turkish custom of the ruler more or less governing from the back of his horse. This created a flexible system, which worked as long as the sultan and the administration had enough of competence and diplomatic skills. Religiously the Ottoman Empire was the most tolerant of all of Europe, and only Poland-Lithuania was able to compete in any way.

During the first years of the 16th century a Persian dynasty had risen to power in Persia and had kicked out the former Mongol rulers. The rulers were Shiite Moslems and inevitably came into conflict with the Sunni Moslems of the Ottoman Empire. When the Ottoman Empire became embroiled in a civil war between two brothers during the 1510s, the Persians had supported the losing brother. The victor, Selim I Yavuz turned against Persia in a bloody war and conquered places including Kurdistan and Armenia. Soon Egypt joined with the enemies of the Ottoman Empire, but Selim rode out the storm and conquered Syria. The Mamelukes of Egypt refused to make peace, and the next year Selim renewed his offensive, which brought him all the way to Cairo, and Egypt was annexed. A short time later he united with Chair-Eddin (Barbarossa), a pirate chief in Tunis. The chief was appointed Ottoman pasha and grand admiral, which turned the Ottoman Empire into the strongest naval power of the Mediterranean. In 1520 Suleyman the Magnificent was put on the throne, and he immediately reformed both the army and the financial system. Suleyman then started an offensive against Christian southeast Europe, and conquered Rhodes from the Knights of Saint John (1522). The great offensive was directed against enormous Hungary, which was defeated at Mohacs in 1526. Ludvig II, the king of Hungary, was slain in the battle. The Ottomans took Budapest and annexed most of Hungary. Following a war of succession concerning the remaining parts of Hungary between the Austrian emperor and the prince of Siebenbürgen, Suleyman launched another great offensive, which carried him

all the way to the gates of Vienna. After a few months of siege he was forced to retreat, as his supply lines were in shambles, but Christianity had firmly learned to fear the Ottoman Empire. In 1533 Ferdinand of Austria signed a peace treaty with Suleyman and Johan Zapolya of Siebenbürgen. Siebenbürgen became an Ottoman vassal and Austria had to pay an annual tribute to Rum (Constantinople). The Ottoman Empire was probably the most powerful force in Europe at this time. During the 1530s and 1540s Suleyman continued his offensive in the Mediterranean. All of Northern Africa all the way to Morocco was conquered, and all of southern Italy was plundered and destroyed, and the Ottomans held several Italian towns for many years. The Pope was lived in fear in Rome. The Ottoman Empire declared war on Venice and conquered Cyprus and Crete. The Ottoman fleets continued to win victories until the catastrophic defeat at Lepanto in 1571, and then things went downhill. There are several reasons why the Ottoman navy never recovered after Lepanto. The naval shipyards were simply not effective enough, but also Ottoman naval warfare had centered on 'boarding', where courage and skill with the sword were the decisive factors. The development of weapons technology never reached the Ottoman navy, and it remained a pale shadow of its former greatness. The failed storming of Malta is another example. The art of fortifications had evolved during the period, and warfare turned more and more into the art of besieging. The Christian neighbors of the Ottoman Empire built numerous forts and avoided pitched battles until the Ottoman armies wore out due to attrition.

1589-1648

There were a lot of changes in the Ottoman Empire during this period. The ruling system becomes more of an oligarchy than an autocracy and in the future the power was residing in the hands of a small number of ministers and advisors in the circle around the grand vizier. On the other hand the Empire had grown so large that power had to be decentralized.

The provincial governors had to take the clans and the powerful families living in each province into consideration. The ability to wage war with any grand strategies and clear-cut goals became compromised when the country grew too large.

The Christian nations started to pass the Ottoman regarding tactics. The relationship with Spain became surprisingly good from the 1580s, and there were no more wars between the countries. The two great enemies were instead Austria, Venice, Poland-

Lithuania, and Persia, particularly the latter. Even though wars were quite common during the period, the greatest blow against the technological and military development of the Ottoman Empire came from the numerous rebellions. Between 1596 and 1604 three very extensive rebellions started in three separate parts of the country, and the last one was not crushed until 1635. At the same time the Ottoman Empire got in a war with Austria and Poland-Lithuania (The Long War of 1593-1606), which ended with some minor Ottoman victories, and Austria had to pay a tribute to the sultan. At the same time Persia had attacked in the Far East (1603-1611). Except for a war with Poland-Lithuania in 1615-1621, in which nothing was gained, the country continued the struggle against Persian in 1616-1618 and once again in 1623-1629, which resulted in rendering Persia harmless for all eternity and putting Georgia and Azerbaidjan under Ottoman rule. Considering the sultan murders during the 1620s and the Mameluke uprisings during the 1630s, the Ottoman Empire had kept and defended its empire well, although they were not able to expand to any greater extent. When the period neared its end the Ottoman Empire was more the equal of its neighbors, and no longer as superior as it once was.

1649-1721

When the Christian world had ended its Thirty Years War a new wave of sultan murders swept over the Ottoman Empire. The professional army of the Empire was no longer of any use in real warfare, but occupied themselves with trade, manufacture, and politics. As the Ottoman navy slowly degenerated, the Ottoman Empire gradually lost control over the Barbary States (Tripolis, Tunis, and Alger), which became autonomous in the 1650s, and fully independent in the early 18th century. The country suffered subversive rebellions during the 1660s and during the first decade of the 18th century, and these occurred at the same time as major wars. During the period the country was constantly at war with two or more countries at the same time, and the fact that they managed to defend the country as well as they did was a miracle. The Ottoman Empire was at war with Venice in 1645-1670 and regained Crete, which they had lost during the wave of sultan murders. Siebenbürgen was fought successfully in 1658-1660, and Austria in 1663-1664, without any loss of land. Then the struggle became more and more unequal. The Ottoman Empire lost a war with the Polish-Lithuanian warrior king Jan Sobieski in 1672-1676, and

lost the few provinces they had initially gained. When they later attacked Austria and besieged Vienna for a few months, for the second time in history, Poland-Lithuania, Venice, the Papal State, and Russia came to the aid of the Hapsburgs. This was a war that could not be won in the long run, even if they managed to pull off some excellent counter offensives in 1690 and 1695. The war ended with the Ottoman Empire ceding Kaminiecz to Poland, Azov to Russia and Hungary, Siebenbürgen and Croatia all the way to the river Sava to Austria, and Morea to Venice. The Ottoman Empire lost about a third of its European territory. Palace revolts ran rampant, but the country still managed to take Russia by surprise in a short war in 1711-1712 and regain Azov. And when Christianity had been fighting over the inheritance of Charles II, the Ottoman Empire was attacked by Austria and Venice in 1716-1718. The country was no longer able to defend itself after the recent catastrophic war, and Austria gained the Banate, northern Serbia, and parts of Wallachia in the peace of Passarowitz in 1718. The return of Morea from Venice was small consolation. When the period was nearing the end the Ottoman Empire was still a great power, but a power on the decline. Without some quick changes everything would be lost.

1722-1792

During the 18th century the Ottoman Empire lagged more and more behind the Christian countries economically. Efficiency of production increased much faster in Western Europe than in the Ottoman Empire, which struck at the manufacturing of goods when the country's competitiveness decreased. There was also an explosive population growth, which doubled the population. The country could no longer feed the people, who flocked to the cities. When the industrial sector stagnated an enormous proletariat was created, which in turn led to violent uprisings during the century. The Ottoman Empire was not able to avoid wars. Russia in particular had decided to expand at the expense of the Ottoman Empire. During the first half of the period the Ottoman army performed fairly well against its Christian neighbors, but during the second half the armed forces were hopelessly backward. The main reason for the military decline was the rigid political system. When the wars went badly this was interpreted in religious terms, explaining that the leadership was not righteous enough and was lacking in the confidence of God, and did not want to see the technological backwardness of the country. Naturally the

government understood the problem, but did not dare do anything about it, fearing that any reforms would break up the social system of the country.

Persia was fought in 1723-1727, leading to a conquest of the Tabriz area. In the footsteps of the Polish War of Succession of 1735 the Ottoman Empire attacked Russia, Persia, and Austria. The Ottomans were victorious everywhere, except against the Russians, particularly because of the long supply lines to the Crimea. In 1739 there was peace and the Ottoman Empire regained everything that had been lost to Austria at the peace of Passarowitz in 1718, which was a great victory. The Ottoman Empire, however, again lost Azov to Russia. Four years later Persia attacked and the war in the east went badly, especially since it was impossible to send reinforcements to the front because of numerous rebellions. The war lasted between 1743-1747, and Persia regained the Tabriz area, but Persia was then threatened by dissolution and Russian influence. Russia attacked the Ottoman Empire in 1768-1774 in the middle of a serious civil war in which Egypt became an independent nation for a few years. The peace did not result in any greater ceding of land, but the Crimea Khanate became a Russian protectorate and was annexed together with Georgia in the 1780s. Russia was also recognized as the protector of all of the Christians in Moldavia and Wallachia, which meant that the country could intervene in the interior affairs of the country. Austria grabbed Bukovina. The Ottoman Empire had fallen far, but the worst had yet to come, when Russia and Austria again attacked during the period from 1787 to 1792. The Ottomans lost all of the pitched battles, but were saved by the Polish nationalist rebellion, and only had to cede the area between Dniepr and Bug. The existence of the Ottoman Empire was as threatened as that of Poland-Lithuania at this time, but the Napoleonic wars and the resulting politics of balancing the powers saved the Ottoman Empire. The country's economy and technological development never caught up with the Christian speed of development, and in another 123 years the country was dissolved, but all of that happened during another age.

Poland-Lithuania

1492-1588

In 1492 the Jagellonian dynasty ruled one of the largest areas of Europe, namely Poland-Lithuania, Bohemia and Hungary. This period has often been called the "golden age" of Poland-Lithuania, with

the country stretching from Danzig in the north, to Smolensk in the east, and Odessa in the south by way of the Black Sea. The land was rich, the army skillful, and culture was flowering, but the weakness of the political system was also established in this period.

The Jagellonian dynasty died out in 1572, which turned Poland-Lithuania into an elected kingdom. This would not have been a problem, if the country at the same time had not been a republic of nobles (since the union at Lublin in 1569), which was governed completely by shortsighted rationality. The freedom and privileges of the nobility quickly affected the welfare of the general populace. This was also one of the reasons why the Polish-Lithuanian monarchs always were lacking adequate funds.

Militarily the country was definitely a great power. The Polish-Lithuanian army combined the best of both western and eastern European war craft and tactics, which meant that the country was able to beat opponents from both spheres. Bohemia and Hungary were lost already in 1526, when the Jagellonic federation lost the battle of Mohacs. This was not a question of Polish-Lithuanian weakness, but rather a question about the right of inheritance after king Ludwig II, who was killed in the battle. For Poland-Lithuania there were primarily two fronts during the period - north and south. To the north the country used the breakdown of the Teutonic order and took on East Prussia and Courland as vassals. Poland-Lithuania also annexed Livonia and Polotsk, and for many years the country fought a war of attrition with Russia, and was also engaged in battle with the Ottomans along the Hungarian border.

If the Spaniards and Ottomans had the best infantry of the period, then Poland-Lithuania had the best cavalry. Approximately two-thirds of the army consisted of cavalry and the rest of firearm equipped infantry providing fire support when the heavy armored units of hussars swept across the battlefields. Some of the best commanders in Europe of the time worked in the country and improved the Polish-Lithuanian army and its tactics. The army was the most flexible war machine in all of Europe and it could be fighting on the steppes outside Moscow, while at the same time it could be fighting in the mountains of Transylvania. Poland-Lithuania was the strongest country in northern and eastern Europe during the period.

1589-1648

In 1587 Sigismund was elected king and in 1592 he succeeded his father as king of Sweden. This did not

solve any of the problems in the Baltic region. Pretty soon Sigismund was deposed as king of Sweden and a long and violent war started in 1598 between Poland-Lithuania and Sweden, and lasted until 1629. At the same time the great unrest began in Russia, and both Sweden and Poland-Lithuania tried to put their own princes on the throne of Russia without success. The fortune of war varied. During the first two decades of the war Poland-Lithuania was victorious, but the odds evened out at the end, and in 1629 Poland-Lithuania needed peace, as it had been attacked from several directions, by Crimean Tartars and Ottomans (1615-1621) among others, and it had suffered a civil war in 1606-1608. Sweden was able to keep Livonia and received custom payments from a number of Polish ports. The ports returned to Polish ownership in 1635.

During the war the Russians had unsuccessfully tried to penetrate the border and a number of rebellions broke out and were squelched. During the entire period there was a protracted contest between the king and the Sejm about the division of power. Even if Sigismund, and his son Vladislav, managed to gain some small advantages, the power of the nobility was strengthened, to the great sorrow of Poland-Lithuania. In 1632-1634 Poland-Lithuania was again attacked by Russia, but they failed to take Smolensk and the Polish-Lithuanian army was victorious. After two decades of peace and reforms Poland-Lithuania would once again be shaken at its very foundations. A huge uprising started among the Zaporogian Tartars under the leadership of the infamous Bogdan Chmelnicki, heavily supported by the Russian Czar. At the end of the period Poland-Lithuania was a great power under siege, attacked from all directions by countries wishing to expand at her expense.

1649-1721

In 1649 a period in the history of Poland-Lithuania known as the "Deluge" began, when the entire country was shaken by rebellion, civil war, and invasions. The aforementioned Chmelnicki rebelled in the Ukraine in 1649-1667, and a few years later Russia attacked (1654-1667). The opportunity was seized by Sweden, Prussia, and Siebenbürgen, all of them attacking in 1655. Add to this the serious Lubomirski rebellion in 1665-1667, which forced an expensive peace with Russia in Andrusovo in 1667, where Russia gains the Ukraine south of Dniepr, and the Smolensk area. Poland-Lithuania endured, stamped out the rebellions, and finally expelled all of

its enemies, but at a very high cost. Large parts of the country were depopulated, the total population of the country went from 11 to 8 million people, and towns and fields were burned. The important grain trade had been damaged in such a serious way that it never really recovered. Prussia had also become an independent nation, which would lead to very uncomfortable consequences for Poland-Lithuania later on. The magnates had also managed to receive a "Liberum Veto," which meant that a single senator could sink any suggestion, even if all of the rest approved of it. This paralyzed the ability of the monarch and the government to renew and reform anything as long as the republic existed.

In the 1670s another war with the Ottoman Empire started, which meant great victories for Poland-Lithuania, and the country regained what had been lost at beginning of the war. The country was slowly recovering from the "deluge," both economically and in terms of population, but it would take a very long time before the lost years had been regained. Early on during the 1680s the Ottoman Empire carried out its last great offensive and laid siege to Vienna. Jan Sobieski, the warrior king, came to the aid of the Austrians with a large army. As commander of the armies of the allies he totally crushed the Ottomans. His name flew across Europe as "the man who saved Europe." Unfortunately Jan Sobieski continued to wage war against the Ottoman Empire as commander of the Holy League. The war went well, but Poland-Lithuania gained very little. At the same time the northern and eastern parts of the kingdom were neglected, which would bring serious consequences later on. Sobieski is seen as the last great king of Poland-Lithuania, and carried out a number of reforms throughout the country, but when he tried political reforms the nobility immediately stopped him. The military reforms made the army strong and efficient again, but with the anarchistic form of government that he neither could nor had the strength to fight, Poland-Lithuania would face serious problems when competing with its neighbors. This would become obvious after the death of Jan Sobieski in 1696.

In 1700, the year before the Spanish War of Succession began, the Great Nordic War started. Russia, Denmark-Norway, and Poland-Lithuania-Saxony had decided to regain what had been lost and, if possible, divide Sweden among themselves. In principle it was king August of Saxony, who had managed to persuade the parliament of Poland-Lithuania to go to war, using all kinds of bribes and threats. The war went very badly for Poland-Lithuania. August was

unpopular and a number of the nobility supported the Swedes. August was expelled, but returned when Sweden could not handle the might of the allies. When peace was signed Poland-Lithuania gained nothing. August's rule of Poland-Lithuania was maintained only through Russia's support, and from 1717 the "silent parliament" came into being, which meant that bribed senators made sure that no issues of harm to Russia could be handled by the government of the country. This war was a catastrophe for the country, which lost much of its independence.

1722-1792

After the Great Nordic War, August the Strong – and in turn Poland-Lithuania – was dancing to the Russian tune. Russian weapons and Russian money were already infiltrating the already quite decentralized parliamentary rule. The Russian goal was to totally obliterate all non-Russian influence and turn Poland-Lithuania into a Russian protectorate, which was the goal also in Sweden and Persia. When August II died in 1733 the Polish War of Succession began and ended in 1738. Russia and Austria wanted to put the son of August II on the throne, while France wanted to put the former king Stanislaus Leszczynski there. France's war was successful, but it still could not threaten the Russian position in Poland-Lithuania, so August III was crowned king. The Polish-Lithuanian army fell into disarray and the body of officers was transformed from proud warriors to cunning cabinet politicians. A dozen magnate families became powerful enough to decide the future of Poland-Lithuania through their own bartering. During the Austrian War of Succession in 1740-1748 and the Seven Years War of 1756-1763 August milked the country of as much money as possible in order to carry out his own Saxon politics. Poland-Lithuania became a deployment and supply area for the Russian and Prussian armies. The situation was catastrophic. Economically Poland-Lithuania had a great time, with an increase in production, with the establishment of a number of factories. Culturally Poland-Lithuania was flowering and a number of Polish thinkers made important advances. In 1763 the former lover of Catherine the Great of Russia, Stanislaus Poniatowski, was elected king. The Czarina had expected a very obedient slave in Warsaw, but instead found a reformer who was intelligent, energetic, and incorruptible. The king and sections of the nobility initiated a political process with the goal of reforming and modernizing Poland-Lithuania. Three times they voted to remove the Liberum Veto,

and finally the vote was carried through, but by then it was too late. From the 1760s Russia had increasing difficulties in keeping its control of Poland-Lithuania. The cooperation between the king and a large party of nobles, and a growing Polish nationalism resulted in several efforts at reforming the country, and a number of rebellions and civil wars. This was used by the Ottoman Empire, Austria, but primarily by Prussia. That country saw an opportunity to gain several large territories, which were controlled by Russia, and using every means of persuasion managed to talk Russia into dividing Poland-Lithuania between them. "A nation which cannot defend itself has no right to exist," the Prussian ambassador 'von Eschl' said. This was of course an effective form of propaganda. The whole issue really boiled down to the fact that no one wanted to see a reawakened Poland-Lithuania based on the liberal new ideas of the times, like an eastern European version of the United States. The reforms were implemented at a very fast pace, which prompted quick action. The country was divided and obliterated on three different occasions, in 1772, 1793, and 1795. Poland-Lithuania then ceased to exist as an independent country, but would reappear 123 years later in another age entirely.

Portugal

1492-1588

In 1492 Portugal was not one of the great powers, but rather a country of quite subordinate importance. The wars for the crown of Castile had failed in the 1470s, and Portugal stood in the shadow of Spain. The geographical position of Portugal totally prevented any expansion in Europe. Its position, however, was perfect for expansion outside of Europe, which Portugal turned to during the period. The Portuguese had reached the Cape of Good Hope and had colonized several important stops along the route to India, like the Azores and Cap Verde and had also established a trading post in Guinea. In 1494 the Pope Alexander VI arranged the Tordesillas treaty, which divided the non-European world between Portugal and Spain.

Then came a wave of discoveries and conquests until the 1530s. In the years between 1497 and 1503 Madagascar, Brazil, and India were discovered. A support base in India, Cochin, was established, and Zanzibar was annexed, which meant that the Portuguese now had bases along the entire naval route. In 1504 Portugal slashed the price of pepper in half,

which resulted in a heavy increase in European consumption of spices, from which the Portuguese merchants made a tidy profit. This was a blow in the trade war against Venice and Genoa, and the decisive reason why the trade across the Levant was crushed. Under the leadership of the admirals Almeida and Albuquerque in 1505-1515 a number of areas around the Indian Ocean were conquered. Goa, the Malayan peninsula, Hormuz, and Mombasa were conquered after gaining total naval superiority in the Indian Ocean in 1509. The Portuguese also discovered the Moluccans, China, and the Philippines, and Fernão de Magalhães sailed completely around the globe in 1519-1522. The circumnavigation of the Earth meant enormous prestige, but was not of any practical use, as the "new western route to India" was not financially viable. During the 1520s and 1530s Portugal gained footholds on Java, conquered Diu in India, sighted the Australian continent, and started to colonize Brazil in earnest. In 1529 East Asia was divided between Spain and Portugal as an extension of the Tordesillas treaty. The border was set between the Philippines and the Moluccans. During the 1550s Portugal bought Macao from China and, as the first European nation, had started to trade with Japan.

At this point Portugal had been transformed into the richest nation of Europe, and Lisbon was the most important center of trade in Europe. Unfortunately enough Portugal never managed to strengthen its position. The strict social system of Portugal never changed, and almost all of the contacts with the colonies went through state monopolies. These two factors explain why the country never developed the necessary large middle classes, which could handle trade and create a vigorous production of goods. The government of the country and its colonies stood and fell with the quality of the monarch, and the Aviz dynasty was not able to produce kings as able as João II and Manuel the Great. When João III died in 1557, Sebastião inherited the throne. This king was not mentally sound and developed a manic dream of a crusade against the Moslems of Northern Africa, a dream that was realized in 1578, when the 24 year old king led an army of 24,000 men to certain doom in the Moroccan sand dunes. After the war Portugal was without leadership, had an empty treasury, and had almost all of its nobility wiped out. An older relative of Sebastião, Henrique, was put on the throne, but he died already in 1580. At this time there were many pretenders to the throne, but no one could compete with Felipe II of Spain, and no one had any

better arguments than the duke of Alba, and an army to match. Portugal was simply annexed to Spain.

1589-1648

When Filipe I (Félice II of Spain) had been appointed king, the country was ruled by a council with six members. Everything else was kept intact, the military, the legal system, et cetera. Filipe I relied on the Jesuits and the Inquisition to unite the two kingdoms naturally. The Portuguese nobility accepted the incorporation of Portugal in the "Iberian Union," but the countryside saw a growing resistance to Spanish rule, centered in a cult of Messianic character around "the lost prince." The members of the cult were of the opinion that Sebastião had not died in Morocco, but would return and liberate Portugal from the Spanish grip. The cult spread wide and far and was the basis many years later for the numerous rebellions against the presence of the Spanish crown in Portugal.

After the death of Filipe his sons carried out an anti-Portuguese policy in Portugal. Spaniards were placed in the council, and the Portuguese were treated like second-rate citizens. The Thirty Years War resulted in heavy taxation and levies on the army in Portugal, making the Spanish crown lose the final shreds of credibility in the country. In 1637 Portugal rebelled and duke João of Bragança was elected king as João IV (1641-1656). Spain was at war in the Netherlands, in Germany, against France, and a serious rebellion in Catalonia, and had no real strength to deal with Portugal, but had to accept the new conditions. An important problem with the "Spanish imprisonment" had been the English and the Dutch, who had both declared war on Spain and had taken a number of Portuguese colonies and trading posts. When its independence was restored Portugal had lost a third of its possessions. A time of reconstruction was at hand, and Portugal allied itself immediately with France, and created better relations with England and the Netherlands.

1649-1721

When João IV died in 1656 the monarchy was restored and the country was at peace. It was no longer any great power, however, and was solidly among the second rank and had to fight to keep its colonies. In the long run it turned out to be impossible, but they had temporarily regained some of the lost possessions, and they had prevented Spain from retaking Portugal. But the country still had a few dark years ahead. The king, Alfonso VI (1662-1667) was ill and

could not rule the country properly, and they were again attacked by Spain. The independence was skillfully defended and the battle of Ameixial decided the matter. Spain recognized the independence of Portugal three years later.

In 1667 Alfonso abdicated in favor of his brother, who was crowned as Pedro II. Under his firm leadership Portugal developed and under his minister of finance, Ericeira, mercantilism was introduced to Portugal. Ericeira reformed the economy and stimulated production of primarily wool and silk. Portugal's major problem remained the lack of a broad production base. After losing most of its possession in Asia, Portugal focused on developing vast Brazil. They took control over all of the colonies along the coast and sent explorers to discover the interior of the country. At the end of the 1660s gold and diamonds were discovered in Brazil, which created a gold rush. The population grew, but farming was suffering. The Portuguese crown could use the income, though, to maintain its balance of trade, as Portugal needed to import a large number of finished products from primarily England. Militarily and politically the country had reached the very bottom. In 1698 all of the support bases in East Africa were lost, except Moçambique, to the sultan of Oman.

And then suddenly the world became aware of the peculiar position of Spain. The Spanish king was dying without any heirs, and a wild bartering for the division of the inheritance started. The dying Spanish king Charles II chose to leave the crown undivided to the grandson of Louis XIV, but only if he renounced all claims to the French throne. Louis XIV broke all previous agreements and accepted the agreement. This in turn put France into a war of alliances. France, Bavaria, Cologne, Spain and Savoy went to war against Austria, England, the Netherlands, and most of the small principalities of the Holy Roman Empire. In 1703, after having been the ally of France, Portugal entered the game on the side of England. The fortunes of war varied, but Portuguese and English troops took Madrid, which showed that the armed forces of Portugal still had some bite. Originally the allied goal had been to divide the non-Iberian provinces of Spain, but when Portugal entered the war they wanted to protect the country and tried to put a younger Austrian prince on the throne. This did not come about, when the same prince was elected Emperor of the Holy Roman Empire, and a restored Hapsburg empire was not what either Lisbon or London wanted to see. Portugal did not win anything for its part in the war, but its relations to

England were strengthened enormously, to the great benefit of Portugal. At the end of the period it was quite clear that Portugal had dropped even further, relatively speaking, and was now merely a third rate power.

1722-1792

During the years after the Spanish War of Succession Portugal was a country with potential, and could have taken a few steps up the ladder of power if it had made the right investments. The opportunity was wasted on needless luxuries and shortsighted profits. One after the other the country lost its possessions and for a while it had only Brazil left. During the first half of the period enormous sums were spent building palaces and centers of culture. João V (1706-1750) was an energetic and classically autocratic monarch, who copied the ideology and the style of the court of Louis XIV. The period of João V has been called "the second renaissance" in the history of Portugal.

When João V was nearing the end of his life he turned his power over to the marquis of Pombal. He was a reformer of great measure, and was imbued with the ideas of the enlightenment. His goal was to develop Portugal, a backward, third rate power, into a "modern," secularized nation. Economic, political, and social reforms were initiated. In 1755 Portugal suffered a terrible disaster, when an earthquake laid waste to the all of Lisbon, and thousands of people perished in the fires and the tidal wave. Pombal immediately went to work and directed the relief work and later the recovery. He quickly became very popular when, after a failed attempt on his life, he exiled all of the Jesuits and imprisoned the nobility, many of whom were executed. Pombal had become a dictator. His economic reforms were slowly beginning to take effect, and a sector of production without the privileges of the nobility started to appear. After the death of the king his daughter Maria I came into power. She was favored the clerical and was conservative, and exiled Pombal. Soon the old society was back in the reins and the nobility once more ran the country inefficiently. When the French Revolution broke out Maria immediately joined with the allies. The queen was mortally terrified of new ideas.

There had once been a time when the Portuguese proudly proclaimed that: "God gave the Portuguese a small country to live in, but a whole world in which to die." The day would soon arrive when the Portuguese no longer had a whole world to die in, but all of that happened in another age.

Russia

1492-1588

In 1492 Russia was a weak country. Actually it was not called Russia, but the Grand Duchy of Moscow. It was not until 1547 that Ivan IV could style himself as "Czar of all the Russians" During the first half of the period Russia was a weak country. They had recently conquered Novgorod, but were lacking in technology and able warriors. The country had the resources in both money and men, but the great problem was being located too far from Germany to effectively recruit mercenaries, and it had not yet fought enough wars against its European neighbors in order to learn the most modern tactics. The country was also totally feudal, and there was a violent struggle between the grand dukes of Moscow and their vassals. The vassals fell, one after the other. This did not prevent them from fighting wars with Sweden along the Finnish border and against Poland-Lithuania along the entire border between the two countries. The wars against these two countries went badly, but they only had to cede land to the Poles. Russia was also at war with the Kazan Khanate, which they also failed to subdue. The goals during the entire period were to expand in all directions, but they did not manage that during the period. During the second half of the period Ivan IV came into power, and the first modernization of Russia began, which was largely made possible by crushing the political basis of the feudal army. The army and the judicial system were modernized, the political rule was centralized, and the powerful nobles were forced to acknowledge the Czar. At the end of the 16th century there was also an ideological change. The Czar took control over the Orthodox Church and proclaimed Moscow the "Third Rome," which meant that all Orthodox confessors were subordinated under him and the patriarch of Moscow. Orthodox confessors, which did not submit to the authority of the czar, were seen as traitors. The borders between an Orthodox confessor, a Russian, and a subject of the Czar started to blur. Naturally Poland-Lithuania did not accept the situation, as it had a number of Orthodox subjects, and antagonism increased tremendously. At the beginning the Russian wars went fairly well. They managed to keep the Swedes at bay, and annexed the Kazan Khanate, crushed the remains of the Golden Horde and annexed the Astrakhan Khanate. Then Sweden, Poland-Lithuania, and the Crimea Khanate attacked them from three directions. They suffered a terrible defeat, which stopped Russian expansion for

a long time. At the close of the period Ivan IV died and the autocracy lost its heart. Various political groups fighting for power broke the land into pieces. "The Time of Troubles" had begun.

1598-1648

His son Theodor followed Czar Ivan IV on the throne, but he died in 1598, starting a period of violent civil war, which totally paralyzed the country. Russia had never been closer to being obliterated as a nation. The period has been called "the time of troubles" (1598-1613) and was characterized by fighting between various groups of nobles, between Swedes and Poles in Russia, and by rebellions and bandits. Both Poland-Lithuania and Sweden tried to put their own princes on the throne, but never succeeded, and in 1613 Michail Romanov sat himself on the throne. The aftermath led to the cessation of land during the wars of the subsequent years. Sweden was given Ingermania and Kexholm, and Poland-Lithuania received Smolensk and Livonia. Then a thorough reform work was initiated. The interior political order was organized, the economy was reformed, and the power of the Czar was strengthened. In 1632 they thought they were strong enough to attack Poland-Lithuania in order to retake the Smolensk area, but the Polish-Lithuanian forces were far better, forcing the Russians to retreat. Instead they were biding their time, looking for their opponent's weaknesses. At the end of the period, when the rest of Europe was busy with the peace treaties at Münster and Osnabrück, Russia was a country on the rise. It was not quite yet ready to start competing with great powers like Sweden and Poland-Lithuania, but that time would come.

1649-1721

In 1645 Alexis replaced his father on the throne of the Czars, and the rulers saw an opening for change. A few years later a violent Zaporogian Cossack uprising took place in Polish-Lithuanian Ukraine, which was closely watched. When these Cossacks then turned to Russia for help they attacked Poland-Lithuania from the east. The next year Sweden, Brandenburg-Prussia, and Siebenbürgen attacked the Polish-Lithuanian commonwealth and chaos soon spread far and wide. Czar Alexis saw an opportunity when the entire Swedish army was deeply involved in Poland and marched toward Ingermania, Estonia, and Finland with a large army. This two-front war did not turn out quite as expected, and they also suffered internal problems. Because of an

initiative of the patriarch of Moscow the Orthodox Church was split and a large number of peasant uprisings occurred throughout the country. Peace was signed with Sweden in 1661 with no gains, but the peace with Poland-Lithuania in 1667 gave Russia the Ukraine east of Dniepr and the Smolensk area, which was plentiful booty. But Russia had something new to think about. A violent Cossack uprising under Stephan Rasin (1667-1671) broke out and at times threatened Russian control over the entire southern part of the realm. In 1677 Russia became involved in a war with the Ottoman Empire for the first time. Russia won a number of victories, although the country had the disadvantage of numbers. Peace was signed in 1681, which gave Russia the Ottoman (or rather the Crimean) part of the Ukraine. In 1695 the Ottoman Empire was at war with Poland-Lithuania, Venice, and Austria, which Czar Peter, who came to power in 1685, used to his advantage by declaring war on the Ottomans. The war (1695-1699) was not very fortunate, but because of the fatigue of the Ottomans, Russia was given the town of Azov and the surrounding area, which gave Russia its first port, although on the coast of the Black Sea.

In 1700, the year before the start of the Spanish War of Succession, the Great Nordic War began. Russia, Denmark-Norway, and Poland-Lithuania-Saxony had decided to retake everything that had been lost, and if possible to cut up Sweden among themselves. The war began in a badly for Russia. At first the brothers of the alliance were kicked out of the war one by one, which was followed by an invasion of the Ukraine. The winds of war turned after the glorious victory against the Swedes at Poltava in 1709. Russia quickly occupied all of the Baltic region and Finland and at the end forced Sweden into signing a peace treaty, even if war fatigue was also high in Russia. The results were fabulous. The country had its own modern army and an excellent navy in the Baltic Sea. Russia gained the entire Baltic area and Kexholm. The best thing of all was the fact that neither Sweden nor Poland-Lithuania were great powers anymore, and that Russia's influence over Poland-Lithuania through August the Strong meant that they had in effect chained the Polish-Lithuanian throne. When the peace was signed in 1721 Russia was the only great power in the eastern and northern part of Europe, and all its borders were secured.

1722-1792

During this period Russia pursued a highly skillful and well planned foreign policy. Both Sweden and

Poland-Lithuania were governed by parliaments dominated by the nobility, and by bribing members they created parties friendly to the Russians in each country, striving to decentralize all decision-making even more. In 1733 the French pretender, Stanislaus Leszczyński, was elected king of Poland-Lithuania. This was unacceptable to Russia, which initiated the Polish War of Succession in 1733-1738. The war turned into a major conflict, but for Russia it was only a question of Poland-Lithuania. They quickly gained control of the kingdom and put their own pretender, August III, on the throne. At the same time Russia attacked the Ottoman Empire. The goal was the Balkans, but after heavy fighting the Austrian ally pulled out, and Russia only received Azov in the peace of 1739. The next year the great Austrian War of Succession started in 1740-1748, and Russia fought alongside Austria and England against Prussia, France, Spain, Bavaria, Saxony, and Sardinia. In 1741, Russia was betrayed by Sweden, but Elizabeth, the daughter of Peter the Great, used this opportunity to grab power and defeat the Swedes. From the Swedes she received a couple of provinces in the eastern part of Finland, but she also prevented Denmark-Norway and Sweden from restoring the Calmar Union, by forcing the Russian pretender Adolphus Fredrik of Kiel onto the throne. The war on the continent went badly, and Russia was not able to prevent Prussia from increasing its power in Germany. The revenge was thought to arrive during the Seven Years War in 1756-1763, when Russia, together with France, Austria, Saxony, and Sweden once again fought it out with Prussia. They failed to crush Prussia, and in 1762 Russia pulled out of the war, because the new Czar, Peter III, was a fanatical friend of Prussia. Shortly afterwards he was murdered by his wife, who took over the throne under the name of Catherine the Great. In 1763 the former lover of Catherine the Great, Stanislaus Poniatowski, was elected king of Poland-Lithuania. The Czarina had expected an obedient slave in Warsaw, but found a reformer instead, who was not at all very obedient. The king immediately began a process of reformation and modernization of Poland-Lithuania, and Russia had to send its troops into the country on several occasions to retain control, which among other things meant direct involvement in a regular civil war in 1768. This also turned into a domestic problem, as real reforms in Russia also could legitimate the independence movement in Poland-Lithuania. From the 1760s Russian control of Poland-Lithuania was slowly beginning to slip. When Frederick II of Prussia then

suggested dividing the country Catherine the Great was quite accommodating. The first partitioning happened in 1772, and large parts of the country were given to Russia, Prussia, and Austria. At the same time Russia totally lost its grip on Sweden, when Gustavus III, with some French financial aid, succeeded with a non-bloody coup when Russia was busy dividing Poland-Lithuania. The problems with Poland-Lithuania did not end with the first partitioning. Instead the country continued with its competently implemented political and economic reforms. When the country then abolished the *Librum Veto*, which had paralyzed the country for nearly 200 years, the neighbors acted immediately. Russia, Prussia, and Austria divided and obliterated the country on two occasions in 1793 and 1795. The Ottoman Empire, the third neighbor of Russia, was attacked in the two great wars of 1768-1774 and 1787-1792. Russia was clearly superior, but did not manage well at the peace treaties, because the country always had other wars or violent rebellions to handle.

In 1773-1774 Russia was shaken by the greatest uprising of the century, the Pugachov Uprising, which was extremely serious and difficult to quash. Sweden waged war against Russia in 1788-1790, giving Russia a two front war. Russia managed to secure its southern border by annexing the Crimea Khanate, Georgia and large parts of the Caucasus. The country also had a great influence on the Christians on the Balkan. When the period was nearing its end Russia was one of the most powerful of all of the nations of Europe, but was not able to free itself from the new politics of alliances, blocking expansion. They could not even prevent the ideas of the French Revolution from spreading. Russia became the most reactionary of all nations and struck at every manifestation of equality. Finally the people became liberated from its shackles and yokes, but that story belongs to another age.

Spain

1492-1588

In January of 1492 Ferdinand and Isabella entered Granada. The age of the Moors of Spain had passed. Spain was the union of Castile and Aragon, which also included the Netherlands, Franché-Comte, Sardinia, Malta, Sicily, and southern Italy. The country was facing a constitutional upheaval, but was clearly the strongest power of Europe. During the 16th century the attention of Spain was divided between its European grand politics and expansion in the New

World discovered by Christopher Columbus the night of the 11th and 12th of October 1492.

A dynastic alliance between Spain and Austria was created at the beginning of the 16th century, which gave the two countries the same monarch, but they were still two different countries. This relationship gave both countries a shared foreign policy, resulting in serious military tests with both France and the Ottoman Empire. The struggle with the Ottoman Empire resulted in a victory against the Ottomans, when naval superiority in the Mediterranean was wrested from the hands of the Ottomans forever at the battle of Lepanto. The Austrian ally had to bow in part to the power of the Ottomans on land, as Spain was not involved on that front.

The wars against France provided great victories, and France was also prevented from conquering southern Italy, and instead had to withdraw in order to secure its northern provinces and the Spanish border. The war against France gave a meager result, as both countries had great resources. Spain definitely had the best soldiers of the period, and this may have been the result of the country constantly being at war somewhere, which gave the troops lots of experience and ample opportunities to hone their tactics. Everything was not bright and golden, though. Spain had a very intolerant religious policy and regarded itself as the protector of Catholicism at a time when Protestantism and the Reformist teachings appeared. They expelled the Spanish Jews from the country, which would seriously damage the Spanish economy during later periods. In the Netherlands they fought a general uprising, which they never were able to crush. Spain also got into fights with England because of religious matters, and the failed invasion when the Armada went under in 1588 hinted at Spain's military limitations. The attempt of the Spanish monarchs to keep the European Catholic church intact also failed, and the country was forced to accept the religious peace at Augsburg in 1556. In 1580 Portugal was annexed, and at the end of the period Spain had crushed the Aztecs and the Incas and had conquered all of Central America and Florida, all of South America (Brazil was ruled by the annexed Portuguese), as well as the Philippines in the Far East. Spain was the country where the Sun never set, and it was also the strongest country in western and southern Europe at the end of the period.

1589-1648

At the end of the 16th century the inner strength of Spain was beginning to wane. Spain was lacking a

strong, productive middle class, the Moors and the Jews had been exiled, and crises in farming and the failures in investing in production undermined the economic power of the country. The state went bankrupt on a number of occasions and it became more and more difficult to obtain international loans. To top it all off the production of gold and silver in America dropped, and exports to America dropped by 60% toward the end of the period. Spain was viewed as one of the major powers, contributing to its costly and not particularly victorious wars, which in time undermined its position in Europe. Spain was waging war almost continuously against the rebellious Netherlands up until 1648, without winning. Spain waged another prolonged and catastrophic war against France in 1628-1659, which definitely marked the end of the Spanish era as a major power. During the same time as the war with France, Spain was drawn into the Thirty Years War on the side of Austria, and the country was not victorious here either. All of these wars, combined with gradual economic destitution, created a wave of serious rebellions in both Portugal and Catalonia in 1640. The Catalanian rebellion was put down, but in Portugal they failed and the country could once again become independent. In many ways the nobility lived in the past. The same strategies that had been successful in the 16th century were still used in the 17th, and the idea that Spain was the most powerful nation in the world, even though it lost battle after battle and could not even put down rebellions within its own borders, had not died. The rulers also refused to introduce new mercantile ideas and scientific methodology, as they were inventions of heretic nations. After the peace of Westphalia, Spain had definitely lost the Netherlands and Portugal and Portugal's overseas possessions. Spanish weapons were no longer the best in Europe, and Spain was passed by France in terms of power, and by the Netherlands economically.

1649-17211

The peace of Westphalia did not bring peace to Spain, nor was it a time of much needed domestic reforms and development. Instead, the weak monarchs of Spain let their favorites run the country. Politics was characterized by party feuds and intrigue, which brought neither peace and order nor continuity. The government kept abusing the economy, and no serious reforms were made in the area of the military. Instead culture was flourishing, although it did not improve the political situation. France was the greatest

victor of the Thirty Years War, and was not only stronger than Spain was; it also tried to continue its expansion, and this time at the expense of Spain. The entire period was marked by a prolonged defensive war, where France conquered the remaining part of the Spanish Netherlands and Franché-Comte, including some borderland along the Pyrenees. In 1700 the last Hapsburg on the throne, Charles II, died childless. He had willed the whole Spanish realm to Philip, the grandson of Louis XIV, on the condition that Philip renounced all claim to the French throne. This was probably the most intelligent move Charles could have done. This would keep Spain intact, and it ensured that Spain would not become a French vassal, and also that the French wars of conquest would end with a Bourbon on the throne. Things did not turn out exactly as Charles intended, since Louis XIV refused to let his grandson renounce the French crown. The result was the Spanish War of Succession of 1701-1714, where Spain fought on the side of France against England, the Netherlands, and Austria. France did not win the war, and instead the whole issue was settled in the peace treaty. Spain did not get a very good deal. England took Gibraltar and Menorca, and Naples, Sardinia, Sicily, Milan, and the Spanish Netherlands were ceded to Austria. This was difficult to swallow, and in 1717 the Spanish government under Alberoni launched an offensive against southern Italy. It began fairly well, but Spain had Austria, England, and France as enemies, and in 1720 they signed a treaty, where Spain received nothing back, although the map was slightly redrawn. Following this peace treaty Spain became a second rate power in the politics of Europe.

1722-1792

The aftermath of the Spanish War of Succession was not entirely negative for Spain. Of course, Spain was no longer one of the great powers of the continent, but her colonial realm consisted primarily of one large connected area, which was easy to defend. The country also developed close political cooperation with France, as there were Bourbons on both thrones. The main enemy of Spain during the period was without doubt England. Spain was a relatively poor country at the beginning of the epoch. The previous economic policy had been disastrously inhibiting and had caused the economic center of Europe to move from Seville–Cadiz–Barcelona to London–Amsterdam–Antwerp. The centralized control of colonial production also inhibited produc-

tion at home and trade profits from America. In two sweeping reforms, the first in the form of trading companies at the beginning of the 1720s to the 1750s, and the second regulating free trade of 1767, the economic situation in both Spain and its colonies changed. They simply stimulated each other. As a consequence Spain was able to hang on to its colonies during the entire 18th century, and also able to give a good bite whenever any of the colonies were "besieged" by the English economic and territorial lust for expansion. From 1726 to 1729 there was a sort of "pretend war" between Spain and England, which was expressed in the form of naval operations. The origin of the conflict was England's unlawful trade with the Spanish colonies, including capturing of Spanish ships. The economy of Spain naturally suffered, which made the colonies partly dependent on England, which could not be allowed.

Following some diplomatic complications France managed to get its representative elected Polish king, which neither Austria nor Russia could accept. Spain fought on the side of France in the Polish War of Succession (1733-1738), and managed to assert itself on the continent. The Russian pretender was finally put on the throne, but a Spanish prince, Don Charles, received the Two Sicily's, consisting of Naples and Sicily, as his own kingdom, which in a way meant that the former Spanish domain had been returned to the family. In 1739 the "War of Captain Jenkin's Ear" between England and Spain broke out, and soon became a part of the Austrian War of Succession, which started the following year. The conflict consisted of a totally failed English attack on the Spanish colonies. Although England ruled the high seas, the Spaniards easily won each battle on land. The war did not solve any of the existing conflicts, and there was peace in 1748 based on the status quo. After the war Spain was quite exhausted. The costs for the two wars could not be recovered for a long time. When the real discharge came, the Seven Years War of 1756-1763, the main players were England and France, and Spain did what it could to stay out of it, but with little success. In 1762 England attacked Spain in a lightning offensive that Spain was not able to counter. At the peace of 1763 Spain had to cede Florida, but received all of the former French land west of the Mississippi as compensation. The most important effect of the war was the realization that Spain was no longer a great power, but a country that had to act defensively in order to preserve the nation. This is why the government under the marquis of Floridablanca initiated the previously mentioned

"second program of reformation" in order to unite the European and non-European parts of Spain economically. During this period Spain also brings order to its empire by creating a structured political hierarchy. In 1775 the American Revolution began, and Spain's joined the rebels, primarily to expel the English from Gibraltar. As England acquired more enemies they were forced to sign a peace treaty in 1783. Spain received Florida and Menorca, but not the coveted Gibraltar. Spain was saved and you could say that this was a small victory even for the normally inferior weapons of Spain. But the independence of the United States would soon provide the Spanish colonies with a dangerous example, and they would soon rise in rebellion against the Spanish crown, but that story belongs to another age.

Sweden

1492-1588

In 1492 Sweden was a poor and backward little country on the outskirts of Europe. Sweden consisted of two integrated parts: Sweden and Finland. The population spoke two different languages, but had a lot in common regarding both religion and culture. The real power in Sweden was in the hands of the high nobility, who either ruled in the name of a Danish or a Swedish king. On several occasions during the period of 1492 to 1521 the nobility had renounced the Danish king and had elected a king of its own, only to return to the Danish king after a few years. Between each occasion a few royal mansions naturally switched ownership, but when Christian the Tyrant executed a number of Swedish nobles Gustavus Eriksson Vasa started a rebellion, which created an independent Sweden.

During the first half of the period Sweden tried to recover from the civil wars and create a functioning government. The foreign policy was tentative, but not isolationist. A small but victorious war against the Hanseatic League on the side of Denmark-Norway resulted in Sweden being able to write off the enormous debt that was created during the struggle for independence.

During the second half of the period problems were heaped on the country. The Danish-Norwegian effort to re-conquer Sweden was a constant danger, and Sweden was not strong enough for any strategic offensives. War came anyway and resulted in a plundered country and empty coffers, although the peace was fortunate. Sweden was still a free and independent country.

Russia, or the Grand Duchy of Moscow had obliterated the old rival in the East, the Republic of Novgorod, as it was sometimes called. Sweden had also managed to annex Estonia after the fall of the Teutonic order in the area. The situation did not improve much, as the Russians just inherited the old claim of Novgorod on the eastern parts of Finland and of Estonia. Beginning in 1570 Sweden fought a 25-year long war with Russia over these areas.

Gustavus Vasa, founder of the Vasa dynasty, drew up a rather anachronistic will leaving large areas of land to each of his four sons. These areas then became a strong source of conflict, but also resources for the sons in conflict with the oldest. The whole affair led to a limited civil war and eventually three of the four sons sat on the throne at one time or the other. There was also a dynastic alliance with Poland-Lithuania, which later on turned out to be more of a problem than an asset during the next period. When this period approached its end Sweden was still a fairly weak country in Europe, but no longer just a territory defended by peasant levies.

1589-1648

The economy improved gradually under the Vasa sons, and large areas of the forested expanses were populated and farmed. Initially Sweden waged war against Russia, which resulted in a border being drawn up and confirmed between the countries. In 1592 Sigismund, the son of Johan III, came into power. Sigismund was a Catholic and had been raised in Poland-Lithuania. A very unpleasant struggle quickly developed between Sigismund and the Catholic nobility on the one hand and his uncle duke Charles and the Protestant part of the nobility on the other. The fight was primarily about religious intolerance, as both king Sigismund and duke Charles were quite intolerant. The struggle developed into a short war, in which Sigismund lost and then returned to Poland-Lithuania. The fighting did not end there, as both Sweden and Poland-Lithuania had expanded into the Baltic region, and a violent war between them and Russia erupted in a triangular drama with the Baltic ports as the great prize.

These wars continued almost unceasingly until 1629, and the fortune of war varied immensely. Poland-Lithuania was the most victorious country initially, but Sweden got the upper hand at the end. During these wars the Great Mess engulfed Russia, which resulted in interventions from both Poland-Lithuania and Sweden, when they tried to put their own puppets on the throne for short periods. During

the fighting Sweden also became involved in a war with Denmark-Norway, which Sweden lost, although no provinces were ceded. When the fighting slowed down in 1629 both Poland-Lithuania and Russia went into a slow period of recovery, but Sweden rushed headlong into the Thirty Years War. During the wars in the northeastern corner of Europe Sweden had managed to rake Ingermania, Kexholm, and Livonia out of the fire. Sweden was also able to finance its "German war" with the income from eight Polish ports. Sweden entered the Thirty Years War in 1630. Its fortunes varied, but Sweden managed to retain the initiative, in order to make it one of the main players during the entire period, much the result of having an excellent army and brilliant commanders like Gustavus II Adolphus, Banér, Torstensson, Bernhard of Weimar, Königsmarck, and Wrangel. In conjunction with this war Sweden attacked Denmark-Norway and defeated the country in a quick and fairly risky campaign in 1643-1645. Sweden gained Jämtland, Härjedalen, Gotland, Ösel, and Halland for 30 years. At the peace of Westphalia the Swedish negotiators also managed to grab Vorpommern, Bremen-Verden, Stettin, and Wilseshausen, turning it into a brilliant peace. This marked Sweden as a major power, and its star rose above that of Denmark-Norway on the Nordic sky.

1649-1721

The newly gained status as a great power forced Sweden to expand in order to keep that position, just like Spain half a century earlier. During the 1650s the warrior king Charles X Gustavus attacked Poland-Lithuania. The war went well initially, but resistance increased, and finally Brandenburg, the Swedish ally, joined the opposition. The king was practically expelled from the country and the best retreat would be across Denmark, a country Sweden wanted to castigate once more. Following a quick march across all of northern Germany the army took Jutland from the south, and then performed a daring march across the frozen sound to Zealand. Denmark-Norway faced disaster. In the ensuing peace the country was forced to cede Halland, Blekinge, Scania, Bohuslän, Bornholm, and Trondheim. The king was not satisfied and struck once more, but not as successfully, as the neighbors of Denmark-Norway did not like avaricious robber barons, and Sweden lost Bornholm and Trondheim. Somewhat later, during the French war against Spain and the Netherlands (1672-1679), Sweden once again went to war against Denmark-Norway. No adjustments were made, but it became

clear that the empire of Sweden was threatened.

In 1700, the year before the Spanish War of Succession, the Great Nordic War began. Russia, Denmark-Norway, and Poland-Lithuania-Saxony had decided to retake everything that had been lost, and if possible, divide Sweden among them. Sweden began the war brilliantly, defeating the Russian army, kicking Denmark-Norway out of the war, occupying all of Poland-Lithuania and Saxony, and finally marching to the Ukraine. But the Swedish resources and lack of allies resulted in its victories resting on a shaky ground. After the loss at Poltava the fortunes of war changed, and countries like England-Hanover, Prussia-Brandenburg, and Austria declared war on Sweden. In 1721, after a number of peace treaties, Sweden lost all of the Baltic part of the country, all the German provinces except Vorpommern, and the Russian navy ruled the Baltic Sea. The short period when Sweden was a great power had ended.

1722-1792

Sweden's position after the end of the Great Nordic War was not enviable. Sweden's status as a great power had been broken and all of the neighbors of Russia were going down the drain. Economically Sweden prospered during the period and a basic tradition of manufacturing was founded, which would develop later into an export industry. For its foreign policy Sweden had to rely on one of the major powers in order to wage war successfully. Arvid Horn, the president of the parliament, governed Sweden until 1738. He had focused on peace and domestic development, but in 1740 the pro-French party came to power and immediately went to war with Russia. The war was disastrous and Sweden had to cede a strip of land in eastern Finland to Russia. Sweden suffered very little when it accepted the Russian Czarina's candidate for the Swedish throne. Sweden did not elect its kings, but the previous king, Frederick I, was childless. They had actually wanted the Danish crown prince as heir to the throne, but the unfortunate war dictated otherwise. As a result of the peace Sweden found itself in a very awkward position. Sweden was almost regarded as a third rate power, and it was close to turning into a Russian vassal, or at least a nation whose politics were completely affected by foreign bribes. The two parties, one pro-French, and the other pro-Russian, struggled for power. The situation was quite similar to the one in Poland-Lithuania. In 1757 it was again time for another ill-conceived Swedish war, the Seven Years War of 1756-1763. This time Prussia was attacked, and Sweden

fulfilled its obligations as an ally to France, and for a change Sweden was actually on the same side as Russia. The war went badly for several reasons, primarily because of a lack of funds, the old-fashioned army, and the fact that most of the officers were dilettantes, spending more time at parliament than at the front. Still the Swedes won more skirmishes than the Prussians, but no real battles took place. When the pro-Prussian Peter III succeeded Elizabeth of Russia, Sweden was immediately forced into signing a peace treaty based on the status quo.

The 1760s was a terrible time for Sweden. The pro-French party wanted to restore royal power, while the pro-Russian party wanted to decrease executive power, and would preferably drive Sweden in the same direction as Poland-Lithuania. The Czarina went as far as to encourage separatism in Finland. In 1772-1773 Gustavus III carried out a bloodless coup and became an enlightened despot. Russia was fully occupied with the Pugachev uprising, a war against the Ottoman Empire, and the first partitioning of Poland-Lithuania, and so let the action pass. In 1788 Gustavus III had managed to ruin the finances of the country, although the navy and the army had been reformed, and culture was flourishing. Large sections of the nobility were also in rebellion, as they remembered the previous years as "the Age of Freedom." Gustavus III needed to increase his popularity and attacked Russia in 1788-1790. The war went very well on the tactical level, but there was absolutely no strategic leadership, and the majority of the officers were rebellious dilettantes who wanted to be politicians rather than soldiers. The victories at land and at sea lead nowhere, and the peace was signed as a matter of status quo. Sweden's independence from Russia was secured and the country was intact, but during the Napoleonic wars people learned that the Swedish officers was not up to par with their continental counterparts, and Finland would be lost; however, all of that happened in another age.

Austria

1492-1588

Austria began the period as a relatively weak power. In 1492 Austria was at war with Spain against France. The major advantage and disadvantage of Austria was its strategic location in the middle of Europe. The advantage was that the country could exert influence and could expand in any direction, but the

disadvantage was that the country was subjected to attacks from every direction. During this period the country was fortunate to have its dynastic alliance with Spain. Austria became involved fairly early in the conflict with France and the Ottoman Empire, and the smaller states of the Holy Roman Empire. The wars with France were primarily handled by Spain, but Austria often had to support the efforts in northern Italy, the "back pocket of Vienna."

During the 1510s the Ottoman Empire directed a huge offensive against the core of Christian Europe. The Ottomans were almost impossible to stop. They were better organized; they had better equipment, morale, and greater numbers. Within a few decades they had conquered all of Hungary and swept the armies of Christianity off the floor, and were suddenly standing outside the walls of Vienna. Earlier at Mohacs the Hungarian-Bohemian crown army had been wiped out and the Hungarian-Bohemian king fell in battle. Austria inherited Bohemia and Hungary, although there was precious little left of Hungary, just a small strip of land. Anyway they had to be satisfied with this, and try to make peace with the Ottoman sultan. The Ottoman offensives did not stop, but they were not as successful toward the end of the period, as the Austrians and Venetians had heavily fortified their borders. The Austrian archduke and emperor still had to keep an eye on that direction.

At the same time the Austrian monarch tried to secure his position in the Holy Roman Empire. The goal was to transform it into a universal realm with a hereditary emperor, preferably himself. This goal went counter to the interest of the numerous principalities, resulting in a violent civil war. Austria could not win it even with the aid of Spain, and had to accept the religious peace at Augsburg, which severely restricted the powers of the emperor. Later Austria tried to put a Hapsburg prince on the throne of Poland-Lithuania, as the kingdom elected its kings, but too many of the Polish and Lithuanian magnates opposed the effort, which failed.

Everything was not bad, though. The situation was actually pretty good. In 1556 Austria and Spain went separate ways. Their alliance was still intact and the ties of kinship were still very strong, but the almost bombastically grandiose plans of European dominion were gone, as they had encountered such heavy opposition. Austria had also seen to it that France had vainly butted against the Hapsburg walls with very little success, at the same time that Austria had more than doubled because of the annexation of Bohemia and "Little Hungary." Finally, Austria and

Venice had been able to keep the Ottoman army at bay, even though it was only a temporary situation.

1589-1648

After stopping the Ottoman grand offensive, the Austrian emperors turned their attention northwards. Consolidating the political hold on Bohemia and Hungary became an important political goal, which they tried to achieve through efforts of spreading Catholicism. Another goal was to achieve dominion over the confusion of small semi-independent states of the Holy Roman Empire. The goal was simply to create a universal power right in the middle of Europe.

Already during the first decade of the 17th century the Austrian emperor became involved in a conflict with both the native Protestant population of Bohemia and the Protestant principalities of the Empire. The principalities created the "Union," a loose confederation opposing the efforts at spreading Catholicism, and the ambitions of the emperor. The Catholic League was created in opposition to the Union, and this in turn supported the emperor. In connection with a local uprising in Bohemia, where they elected Philip of Pfalz as king, the Thirty Years War began. The conflict quickly developed into a major war, which primarily was fought on German soil. Austria and Spain fought on one side against countries such as the Netherlands, Sweden, Denmark-Norway, and France. The German principalities were divided and often changed allegiances due to the shifting fortunes of war. The conflict was a war of attrition with no real victors. Although Austria had won a great number of victories under commanders such as Tilly, Wallenstein, Gallas, and Piccolomini, the peace at Westphalia made several things clear: Protestant Sweden had become a major power; France was the strongest country in all of Europe; Spain was no longer a contender in the struggle for European hegemony; and finally the emperor had for all time lost his power over the Holy Roman Empire. For Austria the war was naturally a setback, but it still had managed to consolidate its inherited provinces and had begun a process of reforms and investments, which would make the country quite powerful in the future.

1649-1721

In 1649 the Austrian kingdom was devastated, but after a decade of peace the country recovered. The consolidation process aimed at gaining full control of Austria, Styria, Tyrolia, Moravia, Silesia, and Bo-

hemia, and only Hungary was left to humble. During the entire period Austria waged a war of low intensity against France and Sweden in order to prevent them from expanding. Things started to move along the southern border around 1660. The Ottoman Empire had returned in full force after a century and a half of chaos and stagnation and was about to unleash a number of offensives against its neighbors. Except for a short war in 1663-1664 the Ottomans attacked Austria on a broad front in 1682. Austria had been trying to quash the Protestants of Hungary, but had failed, and they then turned to the Ottomans for help. In 1683 Vienna was once again under siege, but help arrived in no time, as Bavaria, Baden, Lothringen, and even France sided with Austria, although the most important trump on hand turned out to be Jan Sobieski of Poland-Lithuania. He was one of the most brilliant commanders of the period, and arrived with a very large relief force. He was given the command of all of the forces and drove out the Ottomans in the terribly bloody battle of Kahlenberge, breaking the power of the Ottoman Empire. An offensive was mounted, in which the Austrian troops went all the way to Bulgaria, Serbia, and Siebenbürgen, but the Austrians were repelled. At the same time Austria went to war with France in Western Europe and had to fight with a divided force. In 1697 Austria and France signed a peace treaty, which made it possible for Austria to strike out properly against the Ottomans. The war went well and at the peace of Karlowitz in 1699 Austria gained Hungary, Siebenbürgen, and Croatia all the way to the Sava River. The Ottoman Empire had lost more than a third of its European territory.

At the same time the Spanish king was dying and had no heirs to the throne. A violent bickering of the inheritance started. The dying Spanish king Charles II decided to leave the entire realm undivided to the grandson of Louis XIV, if he would renounce all claims to the French crown. Louis XIV broke all previous agreements and accepted the terms of the will. Austria opposed, partly because it thought the throne should go to a Hapsburg, and also because it was unacceptable that France would become even more powerful. In the Spanish War of Succession of 1701-1714, Austria sided with England and the Netherlands against France and Spain. No one was able to win any decisive victories, resulting in a peace of compromises. Austria gained the Spanish Netherlands, Milan, Sardinia, Naples, and Sicily, but it also inherited Spain's previous problems with the French desire for expansion. At the very end of the period

Austria attacked the Ottoman Empire, winning a couple of decisive victories, letting Austria gain the Banate, Northern Serbia, and parts of Wallachia at the peace of Passarowitz in 1718. When the period ended Austria was a major power in both western and eastern Europe.

1722-1792

Regardless of its status as a major power, Austria had problems as soon as the 18th century began. All of the newly conquered provinces provided a stronger economy, but the country had no real population majority to base its rule on; instead, Austria was a country of minorities, making it difficult to govern and heterogeneous. Austria constantly had to wage defensive wars. In the 1730s it became embroiled in the Polish War of Succession (1733-1738) with Russia against France, Spain, and other countries. The war did not go very well. Although the Russian pretender, August, was elected king of Poland-Lithuania, Austria lost Naples and Sicily, which became an independent kingdom under a Spanish prince. One reason for the poor fortunes was the fact that they had to fight a war against the Ottoman Empire at the same time (1735-1739), in which they lost everything that had been gained by the peace of Passarowitz in 1718. In 1740 emperor Charles VI died and turned the country over to his daughter Maria Theresia. Frederick II of Prussia, who immediately attacked and seized Silesia, leading to the Austrian War of Succession in 1740-1748, seized the opportunity. The fortunes of war varied, but after many years of fighting Austria was forced to cede Silesia to Prussia, which then became stronger at the expense of Austria. A few years of recovery was all that Austria was given, and then it was time for the great global explosion called the Seven Years War from 1756 to 1763. Together with Russia, France, Saxony, and Sweden, Austria attacked Prussia and later England.

In spite of the great superiority of its enemies Prussia was not defeated, and when the Russian throne was passed on, the country signed a separate peace treaty with Prussia. Austria's situation became disastrous and the country had to sign a status quo peace agreement, and Prussia kept Silesia. After the war Austria turned to domestic reforms and concentrated on strategic defense militarily. They watched with some concern how the Russian influence over Poland-Lithuania and against the Ottoman Empire was increasing. In 1774, after the Russian war against the Ottoman Empire, they annexed Bukovina, which the Ottomans had to accept. Following a Polish-Lithuanian attempt at reforming the country in 1772 Russia quickly intervened with troops. Austria quickly sided with Prussia and managed to convince Russia to divide Poland-Lithuania among them, which led to the first partitioning of Poland-Lithuania. IN 1778-1779 the Bavarian War of Succession was fought between Prussia and Austria. The conflict was resolved at the negotiating tables and Austria had to be satisfied with a narrow strip of land in Bavaria, not the entire area, as the plan had been.

In 1789 the French Revolution started, which united Austria, Prussia and Russia ideologically. Austria had to attend to nationalistic problems in the Austrian Netherlands, but the uprising was effectively quashed. From 1789 to 1791 Austria and Russia waged a successful war against the Ottoman Empire, but they only gained a narrow strip of land in Serbia, as they quickly had to re-deploy the army for the second partitioning of Poland-Lithuania the next year. Soon Europe would be shaken by the revolutionary wars and the rise of nationalism, which would seriously undermine Austria's status as a great power. Nationalism made Austria carry on a careful defensive policy aimed at keeping the status quo throughout Europe, but that story belongs to another age.

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